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SINCLAIR user

JANUARY 1990 NO.94



EXCLUSIVE!
REVIEW AND COMPO!

TURBO OUTRUN

REVIEWED:
CHASE H.Q.
HARD DRIVING

WIN: A MOUNTAIN BIKE!
A KARAOKE MACHINE

EXCLUSIVE
MAPS, CHEATS AND TIPS ON:
CONTINENTAL CIRCUS
STUNT CAR RACER
POWER DRIFT

MEGATAPE 23

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CONT

Jim "Keyring" Douglas



Like all Editors, Jim's absolutely loaded with cash and his car is a luxury status symbol that goes with his high-flying ulcer-inducing job editing Sinclair User. You know you've hit it big when Jim asks if the keys to his Nissan Micra will fit in *your* handbag!

Alison "Toot Toot" Skeat



Al Drives the SU Bus! Every morning she honks the horn and collects the rest of the team and drives them off for another day at the office. Here she is, bright and early on a Monday morning, ready to get "on the case" (alright, so she's in the office on a Friday afternoon holding a plastic bin lid).

Osmond "Brake, Brake!" Browne



Oz, our new design wizard is preparing for his test at the moment, and seems to be having trouble with reversing around corners, but he firmly believes that in no time he'll be behind the wheel of his very own DeLorean Snowstorm.

Garth "Firestone" Sumpter



Always on hand to steady a sometimes rocky and panic-ridden ship, Garth soothes the worries of the team away with his stories of articulated lorry racing 'round Silverstone. "Which reminds me of the time I hit the chicane at 90 with no steering..."

ADVENTURE The Sorceress I'VE GOT THIS PROBLEM Rupert Goodwins ADVERTISEMENT MANAGER James Owens SENIOR SALES Martha Moloughney AD PRODUCTION Emma Ward MARKETING MANAGER Dean Barrett MARKETING ASSISTANT Sarah Ewing PUBLISHER Terry Pratt
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ENTS



SAM SPECIAL 57

Everything you wanted to know about the SAM Coupe but were afraid to ask - we give you the lowest of the low downs.

GALORE



WIN A FERRARI 80

We're not gonna pretend that we've offering real Ferraris, because every other magazine says pathetic things like that don't they? They're remote controlled dooberrys, so you either want one or you don't, ok?

WIN A RATHER NEW JOYSTICK 89

Never let it be said that SU give away piles of crap, 'cos we've got 20 beautiful Kempston sticks up for grabs in our special maze game - 'Cyril the Ninja Loony in the Maze of Doom'.

CD THINGY 21



Fancy storing ALL your games on one easy-to-load disk? Well, now you can in the shape of a cd disk from those mad chaps Codemasters. Turn to page 21 for more triff info.





BLUE PRINT 64

This month we go behind the scenes to find out just what went in to making that Gauntlet-type' runaround-a-maze jobby, Crack Down from US Gold.



SOFTWARE



REGULARS

ED FOR A DAY 108

All golly gosh fun and jolly japes (hohum) as 10 lucky bleeders spent a day with the SU journos and found out just how grotty and discusto EMAP Towers really is. We've picked the best of the bunch's reviews and slapped them onto page 50.

MEGA

TAPE 23



CHASE HQ

Look what we've drummed up for you on the A side of Megatape 23 - motor-mania or wot? The game that any Speccy owner worth his salt should be getting into this month is SU's very own drivey bonanza Nightmare Rally.

So what goes on in Nightmare Rally, then? Well it involves you as an ace motor driver bod sitting at the wheel of a whooshy RS Turbo nutter jobby going like a mad thing round a racing track. You have to drive this nutter jobby in a rather speedy manner, 'cos you've only got a certain amount of time, and you've also got to dodge anything that appears in your path. The objects you encounter come in the shape of trees, bushes and things that look like bits of walls.

Swerve about and manage to avoid these and you're well on the way to becoming a bit of a Nige (Nige Mansell that is).

At the bottom of the screen you'll find a bunch of dials, gauges and wotnot. The two dials in the middle indicate the car's speed and revs, to the right you've got a temperature gauge and fuel gauge, then there's all the usual bumpf telling you the score and what gear you're in etc. Check this lot out while your motoring along and they should help you on your way.

If, after playing Nightmare Rally, you feel you've just got to have some more motor madness, we suggest you drag Megatape 23 out, flip it over and get ready to speed your way into our little smidge of Ocean's Chase HQ.

IMPORTANT!

One thing to remember when playing our Chase HQ demo is you can not redefine the cursor keys. They will always remain as the following:

A = Accelerate N = Gear change Z = Break P = Pause K = Left Q = Quit L = Right Space = Turbo

Attempting to redefine the keys will cause the program to crash.





NIGHTMARE RALLY

Ok then, now it's time to jump out of one nutter jobby and into another. This time, you're playing Chase HQ, where you are a policeman with a car all your very own (ooeeoo). Now, this is no Metropolitan police Panda crud effort and you're not exactly Juliet Bravo, this is a crazy mean machine type Porsche monster, and you're more like Don Johnson (I'm not sure that's a good thing).

The baddies, as usual, are on the streets (maaaan) being rather nasty as is their wont and it's about time someone got out there to sort those muthas flash motor, shove on your fast flash ray-bans, stick your fast flash elbow out the window, and squeal out of the Police pound like a

TAPE

MY TAPE DON'T WORK!

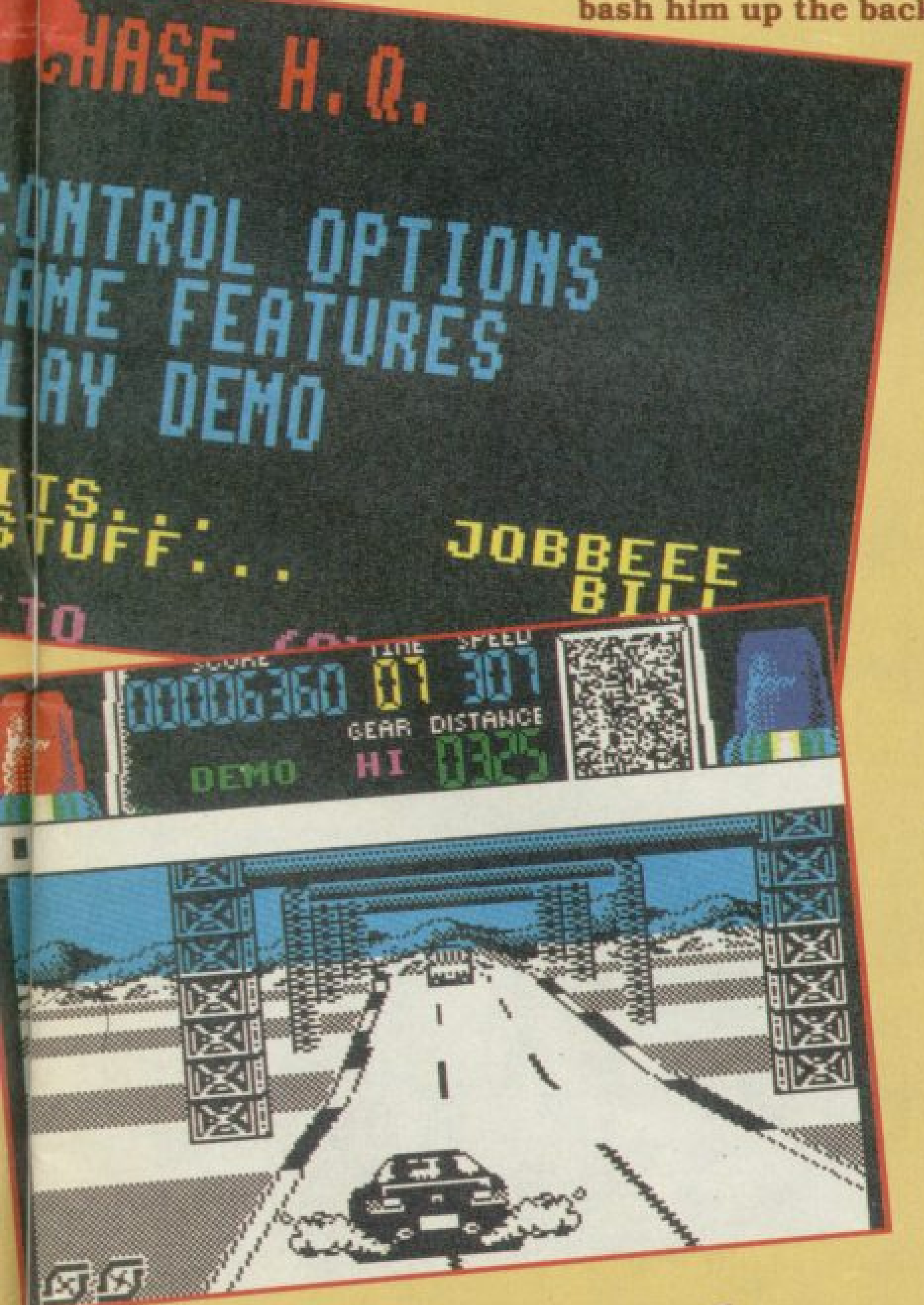
If your Megatape doesn't load, please return it to Megatape 23 Returns, Interceptor, Unit 6, Mercury House, Calleva Park, Aldermaston, Berkshire. Please remember that Interceptor can only supply replacement tapes. Do not send back your cassette if it loads correctly.

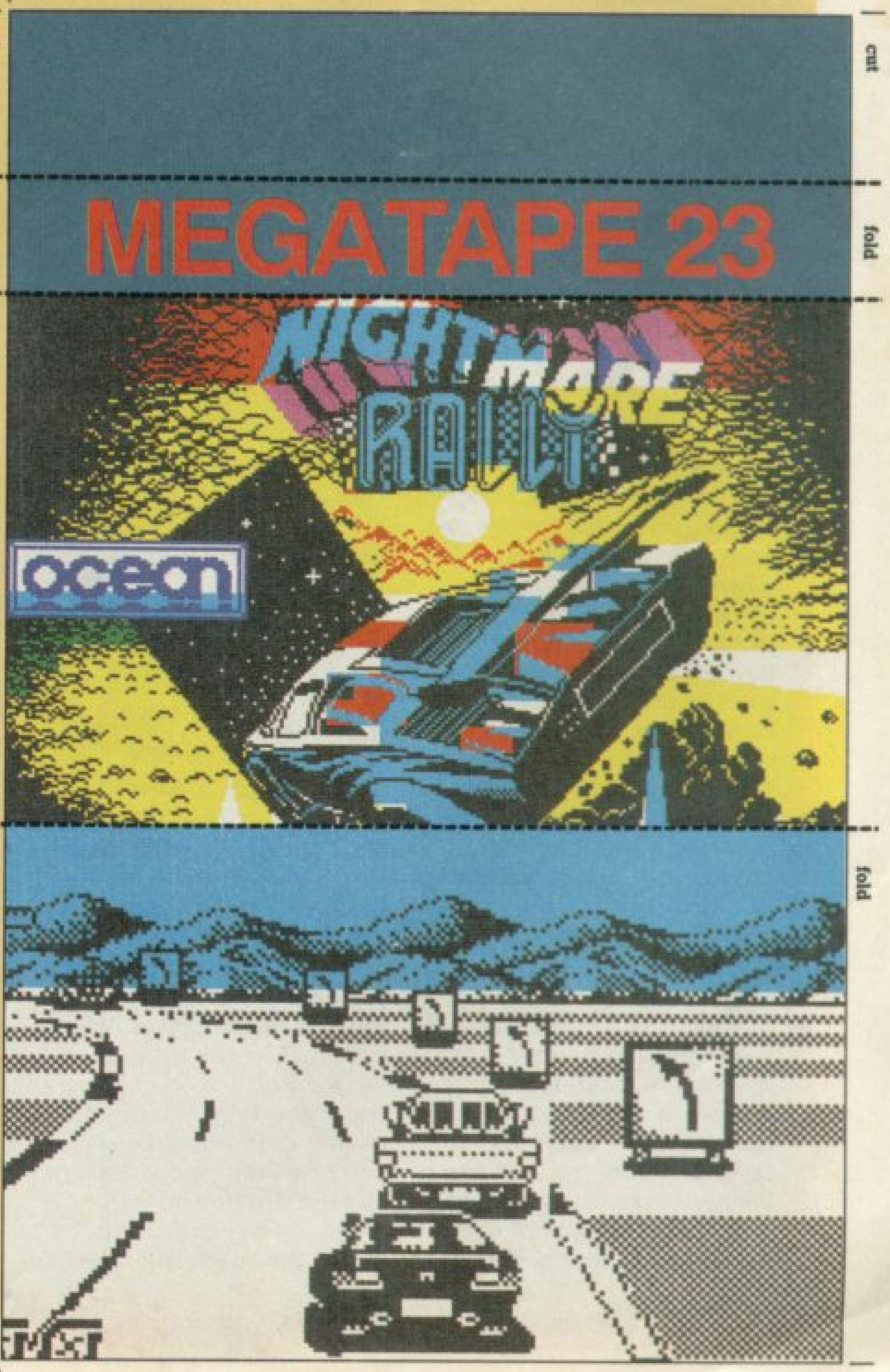
out. Looks like you're the man for the job. So jump in your fast right fast flash poseur. Look out for the great big arrows along the road which point you in the right direction.

Also keep watching the top of the screen for messages from Nancy back at Chase HQ, who'll tell you just who to look for and where, so look out for her. When you find your baddie, smash him and bash him up the back as many times as you can until he pulls over. Think you can manage that? I thought so.

Don't forget though you've got a limited amount of time, so don't hang about. In fact, use your turbo dooberry and that'll give you a whoosh of energy and maybe help you catch up with Mr. baddie.

We've given you one spiffy level of Chase HQ, so get out your blue flashy light and stick it on the roof and you'll be ready to bust some bottys.





GAMES REVIEW!

TUR… OUT…

It's here! Burnin' rubber and wheel spinning off the grid, Turbo Outrun is the latest US Gold conversion of the Sega coin-op of the same name, which itself is the follow-



That Porche owner is after yer bird! You don't have to win every race but come let him beat you 4 times and no girlfriend!

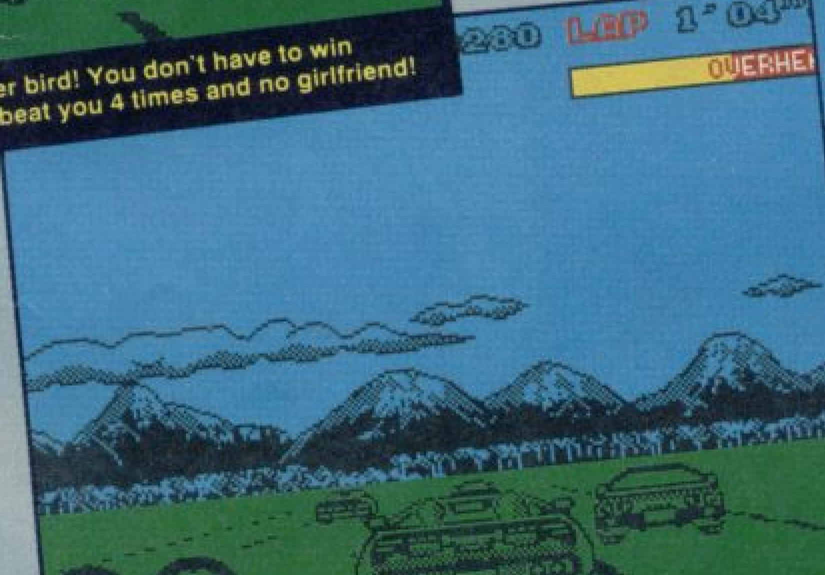
up to the hugely successful Outrun arcade machine.

This time around you've upgraded your tyred (aghh) old Ferrari Testarossa to a brand spanking new Ferrari F40, complete with auto and manual gears and turbo boosters to help you burn off the opposition as you hurtle across America with no regard to the Highway Code or any other road users.

And burn you must, for there's a strict time limit to each of 16 stages and if you don't reach the next checkpoint before your timer runs out, then your chances of taking the checkered flag are nil.

As you race from New York to Los Angeles, you pass through many American states, each featuring its own landscape and vehicles on the road. Every level is loaded separately, which works fine on disk, with only a couple of second's pause as the next section is loaded in, but the 48K Spectrum will have to load in each section whilst 128K machines will load a few stages at a time making the multi load less of a pain in the driving seat.

The race opens as a straight hell-for-leather blast across America for your fickle girlfriend (who wubs wou) and you (who probably wubs your wonderful set of wheels.) You must complete each stage within the time limit to advance.



Press the turbo button and you'll soon be showing this lot a clean set of rear tyres. That could be a car up ahead though!

Also, there's a wee sub plot going on involving the attentions of your girlie - if you complete 4 stages but lose to the Porshe 959 in each stage, then your girlie will get out of your car and bugger off with the macho mutha in the Porshe.

So, if you're not doing so well, it might be useful to activate the turbo boosters via the fire button and send the car rocketing down the road. But take care when you do this - too much boost results in the engine overheating, indicated by a bar at the top of the screen, and you have to ease off while it cools down.

At strategic points along the route there are garages

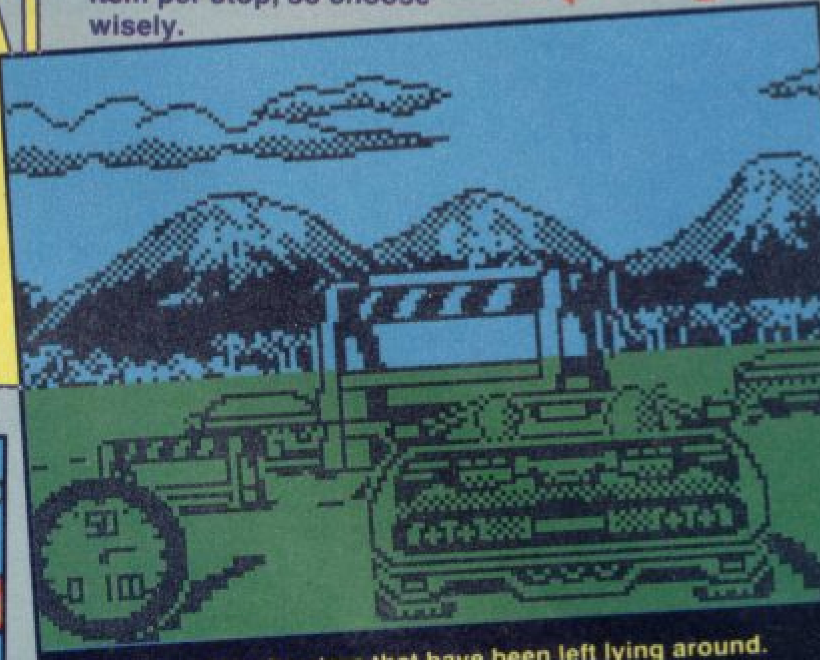




Neeeearrrrr! Is it a bird, is it a plane? No it's that daft bugger Garth trying to look under his car without using a jack!

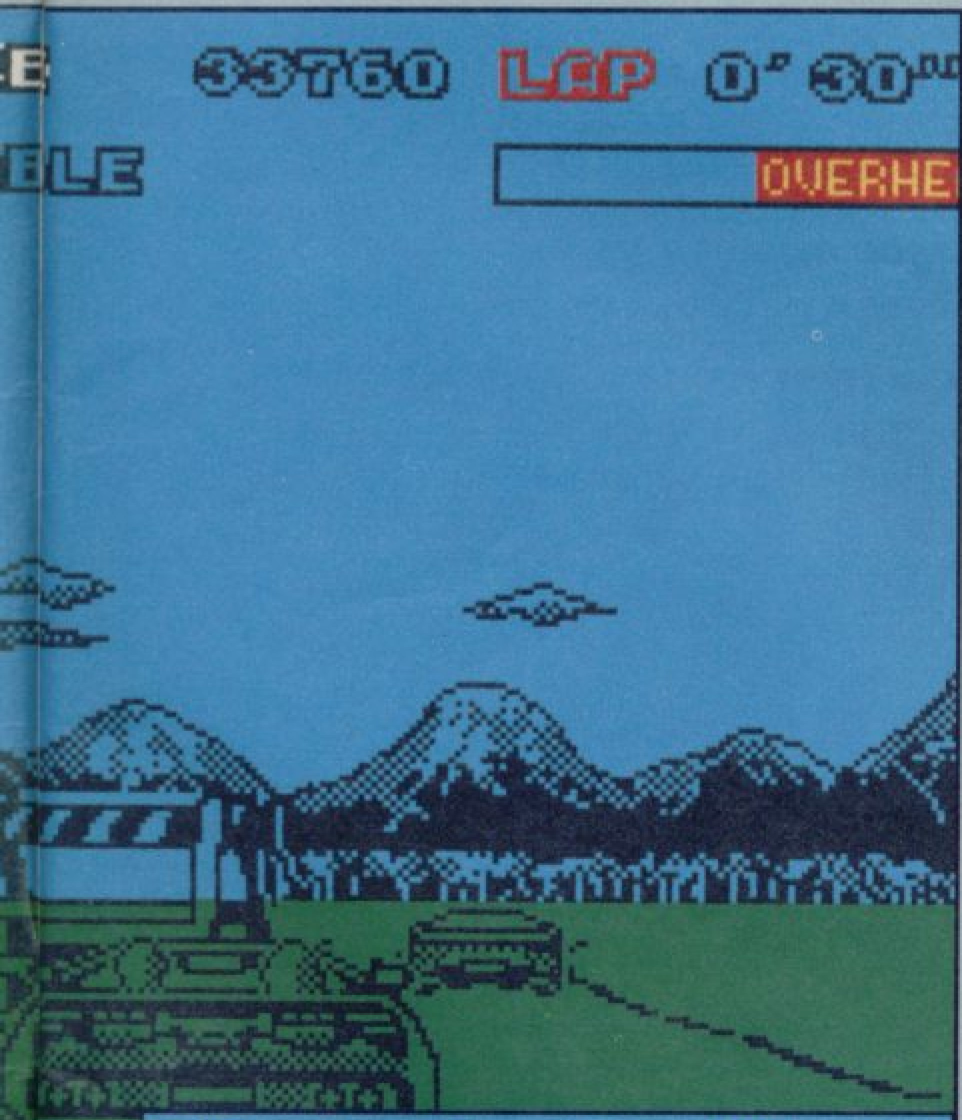
BO RUN

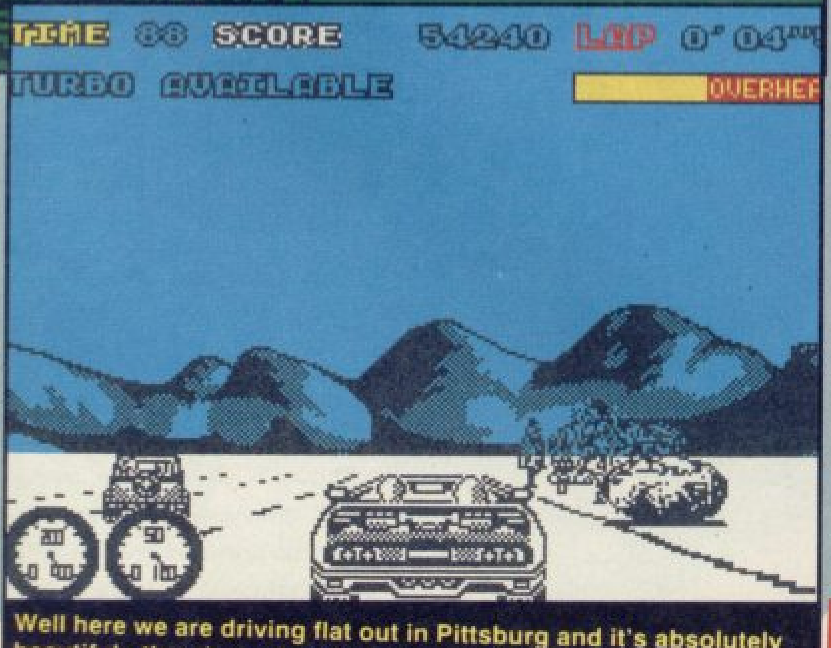
where you're given the choice of a hi-powered engine, extra turbo boosters or hi-grip tyres to help you attain even higher speeds. The big problem is that you're only allowed one item per stop, so choose wisely.



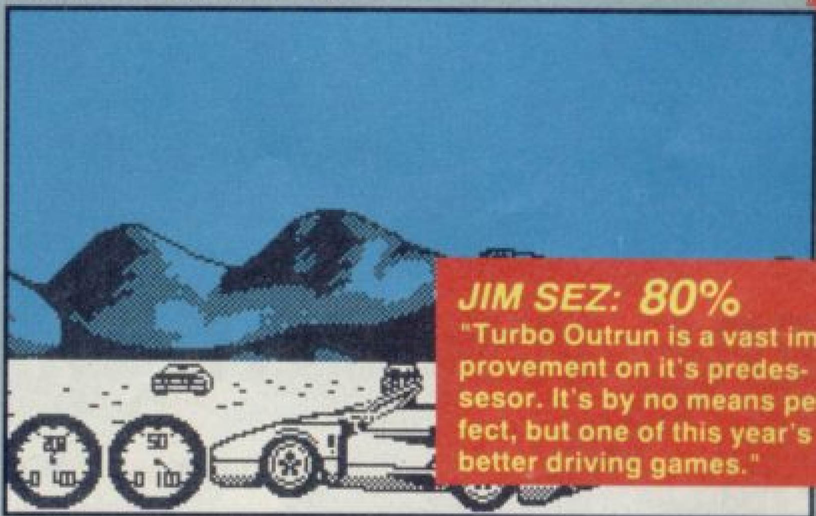
Try to avoid the barriers that have been left lying around. Whoops - there goes your no claims bonus!

So much was expected of Turbo Outrun and most of the goods have been delivered. The only gripe I have is that it's very difficult to see cars directly ahead of you and so it's necessary to career all over the road in an attempt not to run into anything in front which makes the whole exercise annoyingly more difficult than it needs to be.





Well here we are driving flat out in Pittsburg and it's absolutely beautiful - there's no time for a romantic snog though!



JIM SEZ: 80%
"Turbo Outrun is a vast improvement on it's predessesor. It's by no means perfect, but one of this year's better driving games."

ARCADE REVIEW

FAX BOX

A brilliantly accurate conversion that suffers from a lack of vision.

GRAPHICS	SOUND
82	78
70	80
PLAYABILITY	LAST ABILITY

TURBO OUTRUN Label: *US Gold* Author: *In House* Price: *9.95* Joystick: *Various*

Reviewer:

OVERALL 78

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Don't miss out on an extra special stocking this Christmas when Santa will be awarding the lucky winners with:

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VIRGIN'S S

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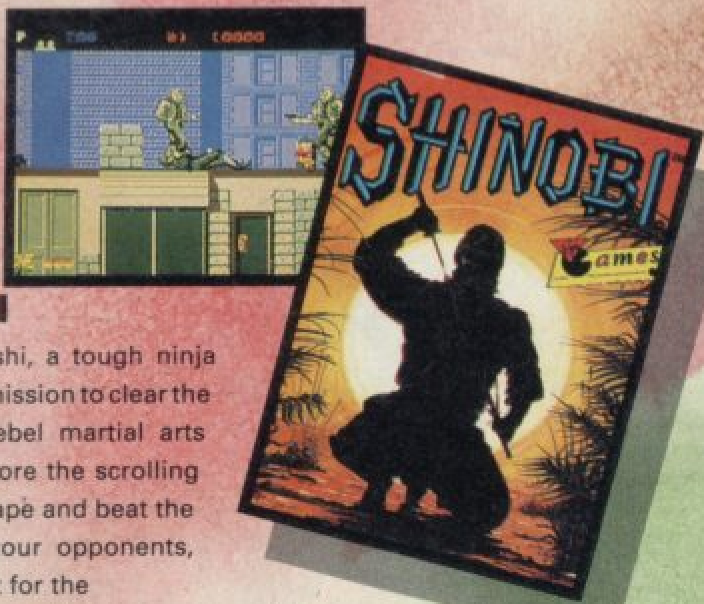
SHINOBI
DOUBLE DRAGON II
GEMINI WING
CONTINENTAL CIRCUS
SILKWORM
NINJA WARRIORS

Simply collect three tokens - you'll find one in each game - and send them to Virgin Games. The prize draw will take place on 29th January 1990.

WIN £30,000 WORTH OF PRIZES

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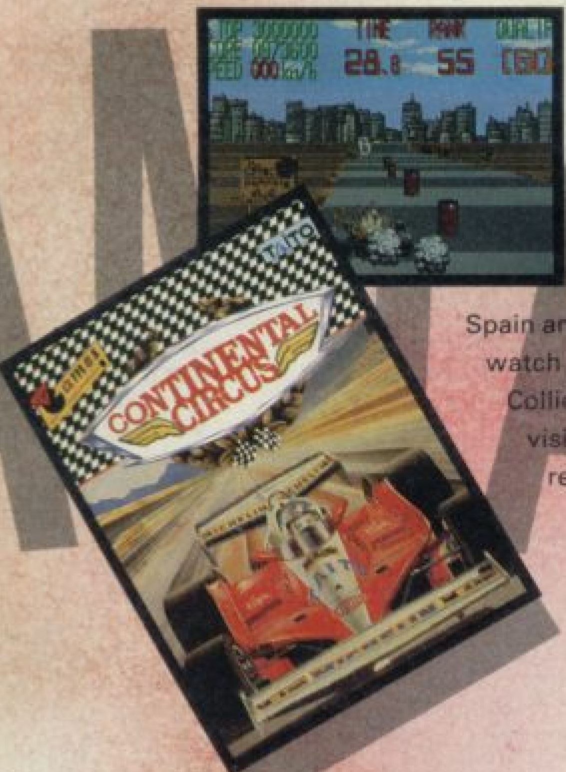
SHINOBI

You're masashi, a tough ninja warrior on a mission to clear the town from rebel martial arts fanatics. Explore the scrolling urban landscape and beat the hell out of your opponents, but watch out for the end-of-level guardians.



SILKWORM

It's not true! Even after months of negotiation with the Ruskies and despite a mass exodus out of Afghanistan, we're still under threat. There's no one left to press the Nuke button so the battle has switched to copters and plane. Non-stop shoot-'em-up arcade action.



CONTINENTAL CIRCUS

Compete in formula one races in Brazil, America, France, Monaco, Germany, Spain and Japan, Race hard, but watch out for other cars. Colliding can be fatal. And do visit the pits for fuel and repairs.



GEMINI WING

The aliens have had enough. They're not going to take their brethren being blasted on computer screen any more. So they've come down in their hordes to blast the pitiful race of carbon-based life forms called humans. Can you stop them? Somebody has to do it.



NINJA WARRIORS

COMING SOON!

Can you survive brutal enemy onslaught? Fight with hand, foot and dagger to rid the street of the scum that dare infest your home town. A classic arcade conversion.



DOUBLE DRAGON II

COMING SOON!

Ferocious two-player simultaneous martial arts mayhem. Evil fiends have captured your girlfriend - it's up to you and your brother to rescue her. Don't fail. Through the town, countryside, mountains and finally into the lair. Use whatever weapons you can find to stay alive.

ALL AVAILABLE ON

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Virgin Games

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119 PORTOBELLO ROAD
LONDON W11 2DX

GAMES REVIEW!

XENOPHOBE

If it's Chrissy - it's coin-op convertions, right? You betcha - and Microprose aren't going to be outdone by the likes of anyone else, so have chipped in with this here offering called Xenophobe.

Xenphobe? Wassat? Fear of things alien like sulphur breathing, acid blooded, green scaled, bad tempered pentapeds from other worlds. Like 12 foot tall blobs from your worst nightmares. Like Sue Lawley.

Despite this loathing however, it is your mission - together with a compatriot if you so desire - to travel to strange new space stations, discover strange alien beings, then give 'em a strange smack or two where it hurts most. Get the idea? Originally this was a hoopy coin-op from Bally Midway, with a screen big enough for three players at once and a special joystick with two fire buttons on it, but those clever tinkers at Visage have cut it down to work in 48K and with a normal jobbie. But how does it play???

Well, compared to the original, not bad considering. They've had to cut things down a bit, of course - the main thing being the action cut down from a maximum of three players to two. But like the coin-op (and games like Spy vs Spy), you've each got independant screens, one of you the top half, the other the bottom.

Then, in glorious Monochromavision the action starts with you selecting a team member to play (one out of nine in fact) and being beamed onto a space station where the crew have been wiped out by ALIENS!!!!! You start off with a Phaser, of course, and can just blast away as the different aliens as you move from flip screen room to room, roaming around the base. There are six different types in all to watch out for - from the reletively harmless 'Pod' (which mutates into a 'Critter' unless dispatched with speed) to a real Alien lookalike, a 'Festor' which will hyptonise you, then lock its 15 sets of teeth around your throat.

But it's not all just blasting - there is an element of thought, as you collect items scattered throughout the spacecraft and use them when prompted. All this action is mediated by a clever control system of on screen (well under screen actually) prompts which you respond to by moving the joystick down or up.

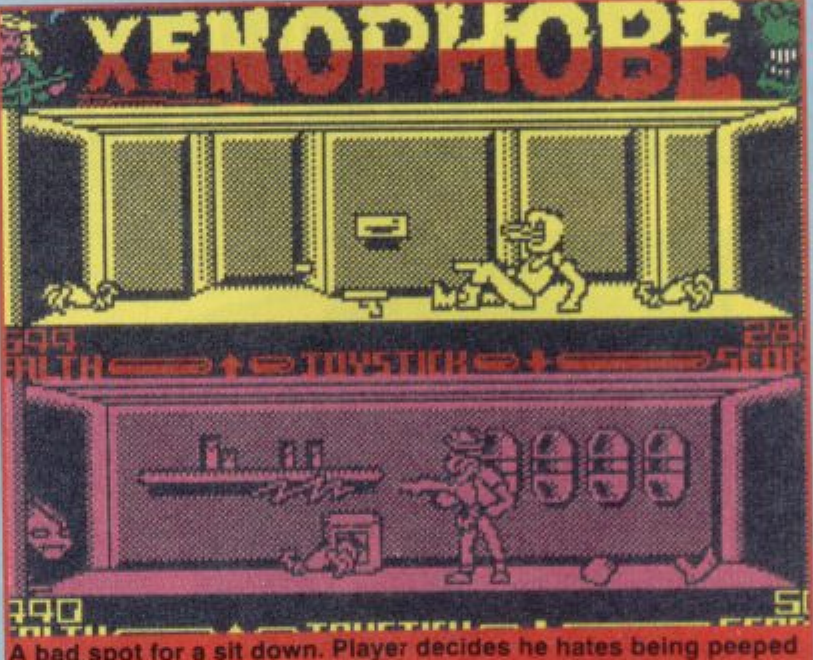
While the aliens are giving you hell, you find that being hit decreases your health score, shown of the left of the status display. Problem is, some of them latch on to you and won't let go, draining you of energy constantly. Now you have to close your eyes, think of Daley Thompson and waggle the stick like mad in order to shake the baddie off.

There're extra weapons too, like bombs and laser pistols, thing is that is you get hit while using them (very likely) you drop them - and the more sophistocated and powerful the weapon, the more fragile it is....and the more likely it is to break when you drop it. Ever tried getting an Alien off your throat with your bare hands, buddy? Lucky Robby the Robot is always at hand to lob a phaser on the floor when the worst happens.

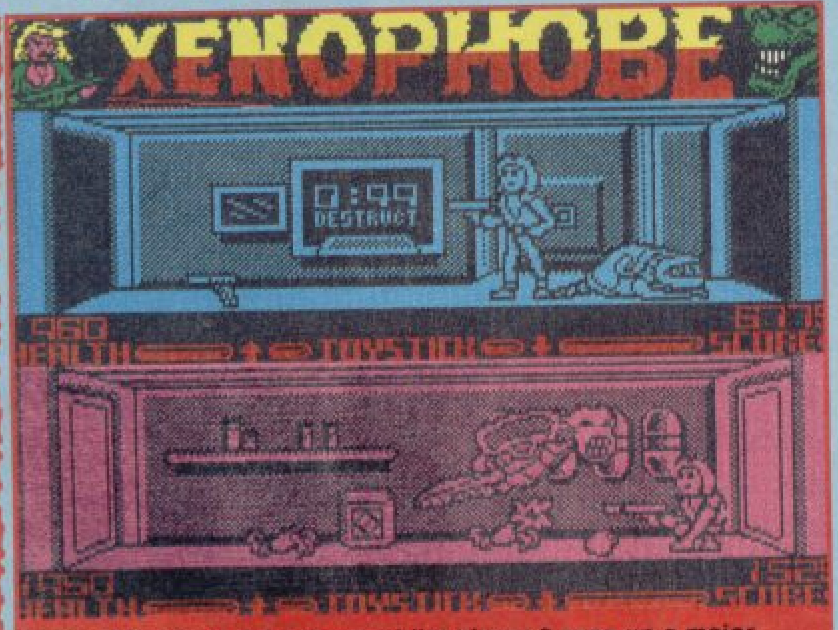
So much for the features, but what do they add up to? Hmmmm, well for sure if you liked the original game, Xenophobe is an essential purchase for you - but to be honest, not that many people did.

The action does tend to become a little repetitve after a while and when you are playing the game in single player mode (even with different difficulty levels), here the enjoyment does get a little bit thin after blowing away your 1056th room of alien beings.

Microprose have made a creditable job of converting what was only a middling coin-op title - and 'though they score 10 out of 10 for that, they start at a great disadvantage in the playability stakes compared to some of the sexier titles out on the streets right now.



A bad spot for a sit down. Player decides he hates being peeped at and tries a zap between the eyes.



The self destruct ticks down whilst player 2 eyes up a major nasty whilst trying to find his contact lens.

FAX BOX

ARCADE REVIEW

Good conversion of low playability coin-op - probably only worth it if you liked the original.

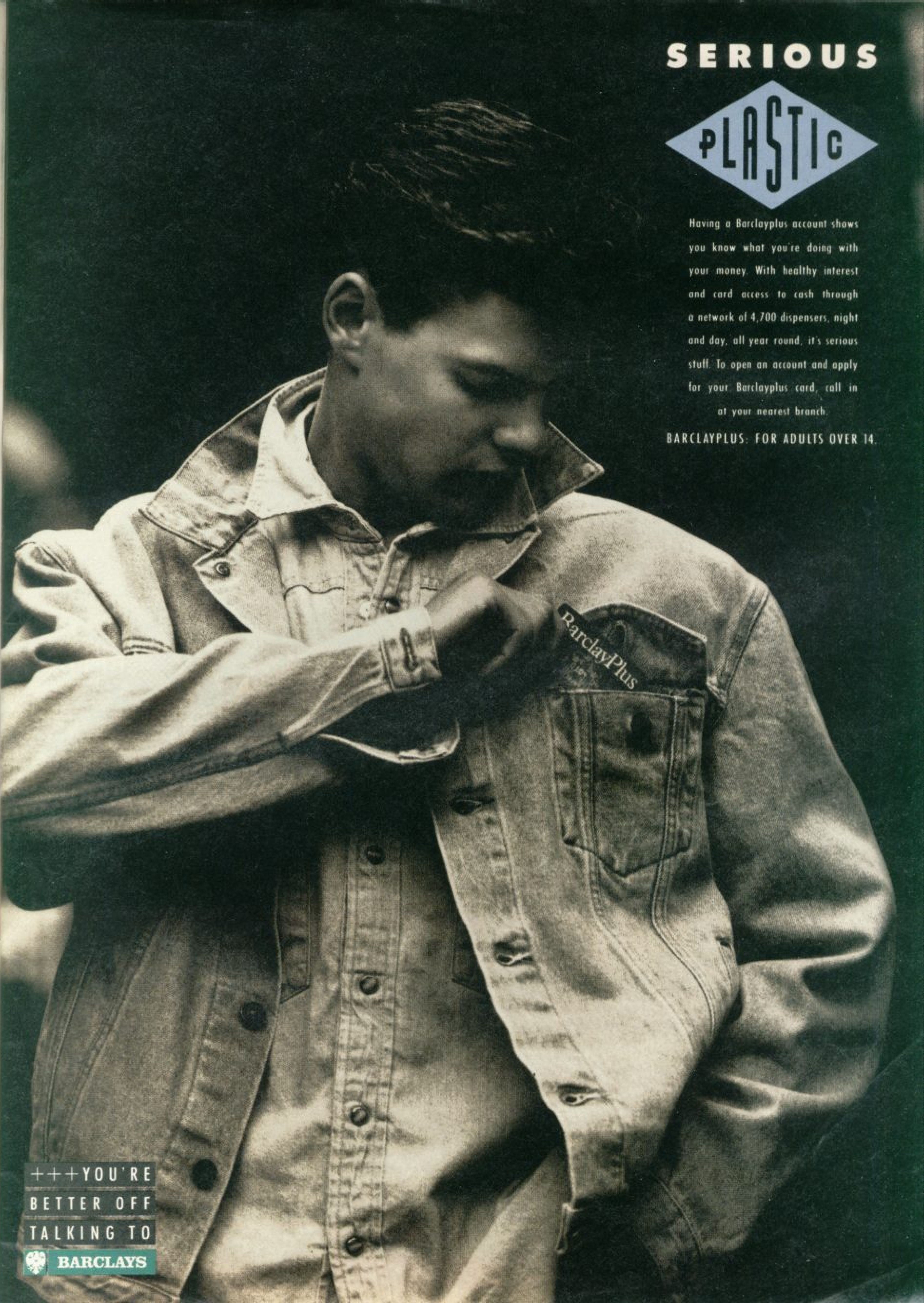
XENOPHOBE Label MicroStyle Author:Visage Joystick: Various Price £8.95

Reviewer

GRAPHICS	SOUND
79	70
74	62
PLAYABILITY	LAST ABILITY

OVERALL 71

10 20 30 40 50 60 70 80 90


SERIOUS
PLASTIC
Having a Barclayplus account shows you know what you're doing with your money. With healthy interest and card access to cash through a network of 4,700 dispensers, night and day, all year round, it's serious stuff. To open an account and apply for your Barclayplus card, call in at your nearest branch.
BARCLAYPLUS: FOR ADULTS OVER 14.
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BARCLAYS

DIRTY TRI

Isn't it true that every christmas all your boring old relatives come round to the house with all your fat and greedy cousins, eat all the chocolates that you'd carefully hidden at the back of the kitchen cupboards and then tazz off upstairs to play with your spectrum and be sick on the keyboard? No..? Well that's strange, it happens to me every year, so this christmas I'm not inviting Jim and Alison around but staying in the office to try out all the latest and greatest batch of hints, tips and cheats. Oh, and if you're thinking of not getting a multiface for this christmas then think again. I've managed to talk those lovely people at Romantic Robot into giving Sinclair Users a full crisp fiver off the cost of any of their Multifaces. So now it's even cheaper to give your games a damn good POKEing. If youi're interested (and who wouldn't be!), there are full details at the end of Dirty Tricks.

But for now, here's the very latest pacey and definatively RACEY. Dirty Tricks!





HARD DRIVIN

As Hard Drivin' is still pretty fresh on the Spectrum screen, here's a play guide adapted from the arcade by our very own arcade man John Cook.

Hard Drivin' on the Spctrum is a reasonably faithful reproduction of the arcade - although there is an option of which side of the road you want to drive on.

General tips:

There is an option at the begining for auto or manual gear selection - this is for a reason. Until you've had a lot of practice, Hard Drivin' is a ruddy difficult game. So, save those bitten away nails, fingers and lower arms by selecting the auto gears - you know it makes sense!

To be a Hard Driver you must learn to use all of the road and even some of the grass as avoiding oncoming traffic is fairly crucial to staying alive - but remember to get back onto the track as soon as possible so that you don't loose all your speed.

The steering is obviously the crux of the game and any suddent movements of the steering wheel will pay you back handsomely in lost time and crashes. Try to only make small movements by reading the road ahead and begining manouveurs well in advance.

SPEED TRACK

This is an ideal track to get to grips with the feel of the game. All you have to worry about is staying in one piece and pointing the car down the road. The only trouble spots are the tight left hand corner at the top left of the track which you should take at around 55 mph and the long, sweeping bend that follows it which you should enter at around 60 mph and gently accelerate to leave it at about 75-80 mph and then stick the pedal to the metal for the finish.

STUNT TRACK

This part of the track makes your Scaletric look a bit naff. It's so crammed full of twists and turns and leaps and the ever-so-tricky loop the loop that we've had to annotate the track.

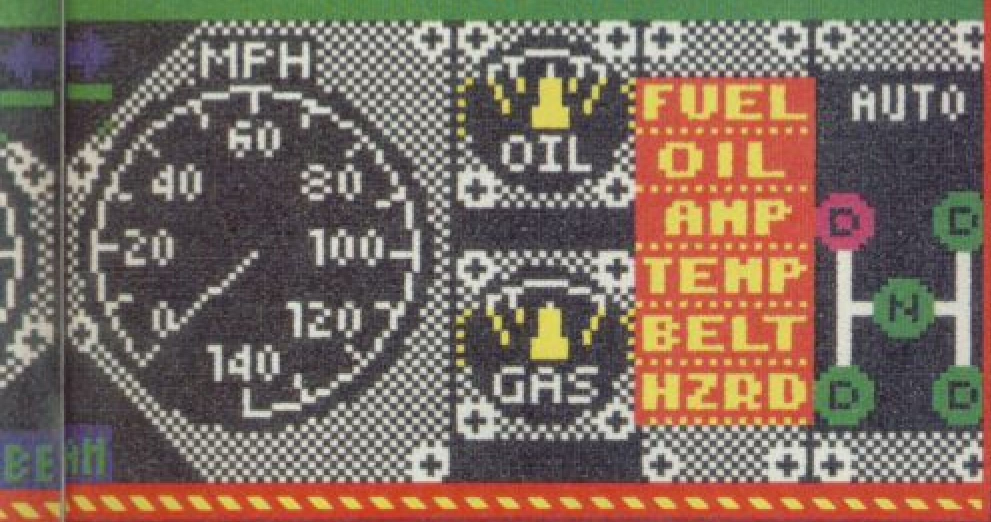
So, here's the low down on how to get the best from the stunt track.

CKS DEPT.



HUMP BACK TO BANKED SECTION

Exit the loop and continue accelerating up the hill but brake to about 55-60 before going over the brow. Keep accelerating towards the banked section and with lots of practice, you should soon be able to take this at 100+ but make sure that the car is flat when you leave the banking otherwise you'll just spin out



START TO BRIDGE

From the begining just stick your foot to the floor, and start to slow down to 60 just before you need to peel off to the right to try some cunning stunts. After the bend there's a bridge so don't take it at anything over 65 and try to avoid any oncoming traffic.

LOOP CORNER TO LOOP

The corner before the loop is actually the nastiest bend on the whole track. Brake down to around 40 here and you should sail round - as long as you use all the road. Once you're completely around the bend go straight for the loop, accelerating towards and around it.

POKES CORNER

In order to use pokes you must have a Multiface or similar widget tucked into the back of the spectrum which allows you to insert pokes into a program.

POWER DRIFT

47222,0 Inf credits
47242,0 Always qualify

NZ STORY

50000,0 Immunity
51732,201 No nasties
51771,201 Inf arrows

SANXION

35028,0 No nasties

TUSKER

38630,0 Inf lives

BUBBLE BOBBLE

This one's for David Tomlinson of Kings Heath and Patrick Hogan of Cape Town
43835,150 Immunity

GARFIELD

45335,201 Inf sleep
33595,0 Inf hunger

ATV SIM

60250,0 Inf lives

15



BITS AND PIECES

ALTERED BEAST

Nigel Samms of Dunstable, Bedfordshire tells us that if you load up the first stage of the game and whilst playing press down all the keys together, after a few attempts you should be able to load the second stage.

NEW ZEALAND STORY

If you're still stuck after last month's exhaustive playing guide (well, it wore me out), then why not type in FLUFFY on the menu screen for infinate lives? Or you could always do what Amer Malik and his friend Paul from Charlton do. Just type in PHILLIP for extra firepower. George Sinclair (who may have a father called Clive), says that if you press enter after typing FLUFFY you will zing to the next level.

SHANGHAI WARRIORS

Get onto the high score table and once there type OUTLAND and then start the game. If you get into a tight spot just, press DELETE and all the punks will die. Wayne Simson, Kings Lynn.

DIRTY TRI

LEVEL 1

HELL

Erupting volcanoes
It's a wise move to try to avoid these as a splash of hot lava down the front of your trousers is not going to do you any good in later life.

Hanging Skeletons
They're just hanging around

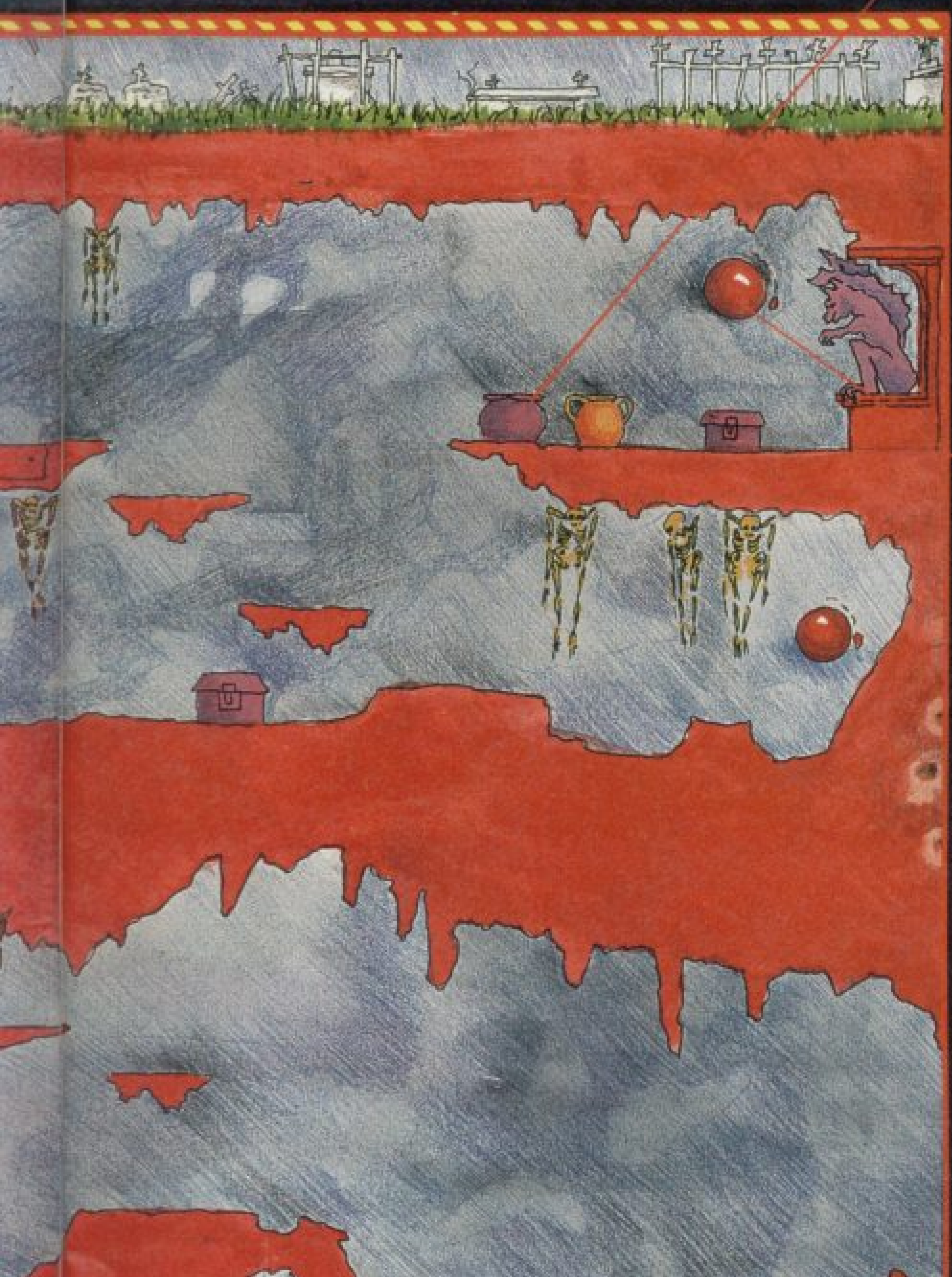
Gate





Platform
It raises here after you have collected the pertinent bits. (Well you'll just have to use your brainboxes!)

CKS DEPT.





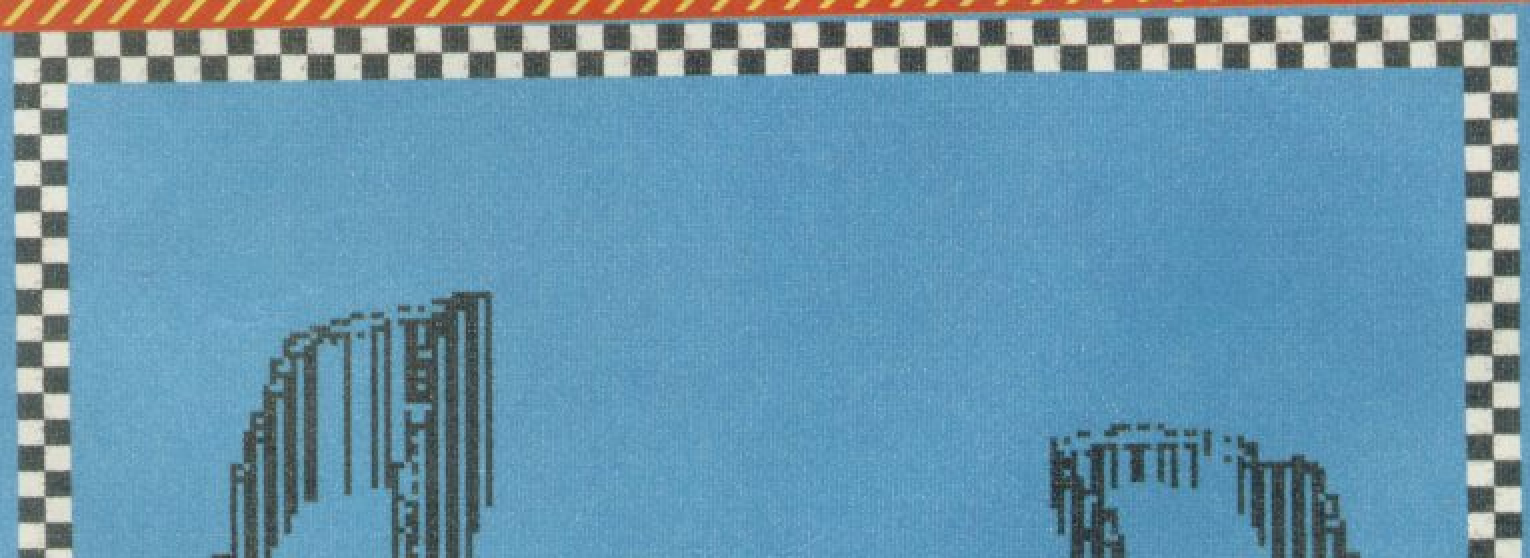
MYTH

DIRTY TRI

STUNT CAR RACER

General tips:
From the start, it's a good idea to get into the lead. Once in the lead try to stay just 100 - 200 metres in front of your opponent and drive so that you conserve your boost at all times; it's fairly hopeless on some tracks if you can't get that extra power needed to clear some of the jumps.
Flying through the air is all very well in practise, but your all Important speed drops as soon as you leave terra firma. Try to keep the wheels in contact with the track at all times (unless you HAVE to jump of course)

Control
With a joystick you don't need to keep it pressed froward to accelerate and the steering is self centering so little touches of the controls is a good way of controlling your car.



The DRAW BRIDGE

CKS DEPT.





DIVISION 4

Little Ramp

You need to take off at around 140 mph and then use the boost once you've landed.

Hump Back

All you need to do is to keep a cool head and use the turbo sparingly.

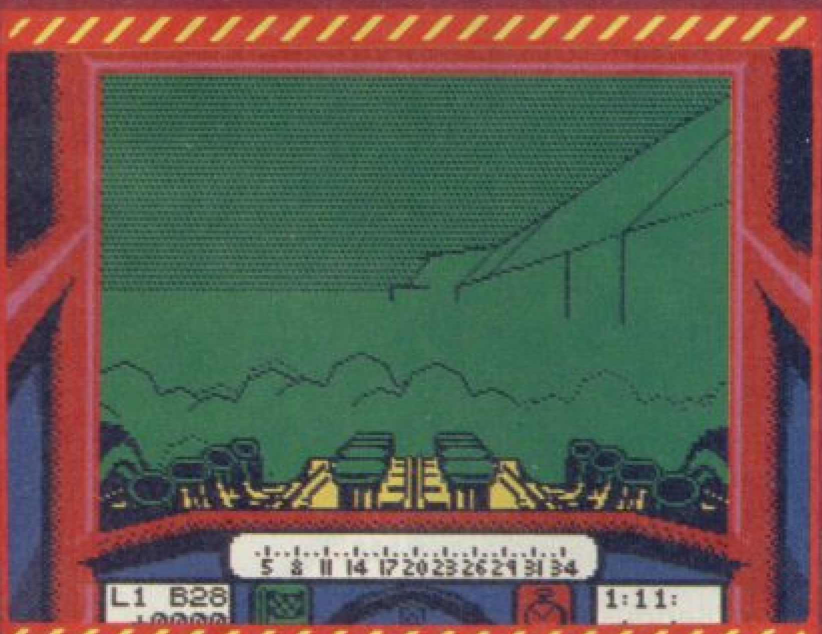
DIVISION 2

The Roller Coaster

Start up the hill and stay at about 50 - 80 mph until you hit the drop when you should pile on the speed. Keep it fast after that.

The High Jump

You must get at least 200 mph to get over this one. Sorry, but that's just the way it is folks.





DIVISION 3

The Stepping Stones

On this track you need to keep a constant speed in order to get safely to the other side what constant speed is that? Ah, that would just make it all a little too easy now, wouldn't it? I'll just say that I think that two score and a hundred sounds nice.

Big Ramp

On the approach to this there are two small ramps that you need to hit at 170 each before reaching the high rise horror where you must take off at between 205 and 210 mph and there's also a banked corner that remains banked on the straight - so 140 -150 mph is the order of the day here.

DIVISION 1

The Ski Jump

There is a small hump before the main jump so hit this at less than 150 miles per hour so that you keep your wheels on the floor so that you can turbo to get a good speed for the main jump as you need to land on the downhill side of it.

The Drawbridge

Jim, our illustrious editor advocates a speed of 100 mph for this section. Is he right? Why don't you just try it and see!

LOA

AT THE SPEE

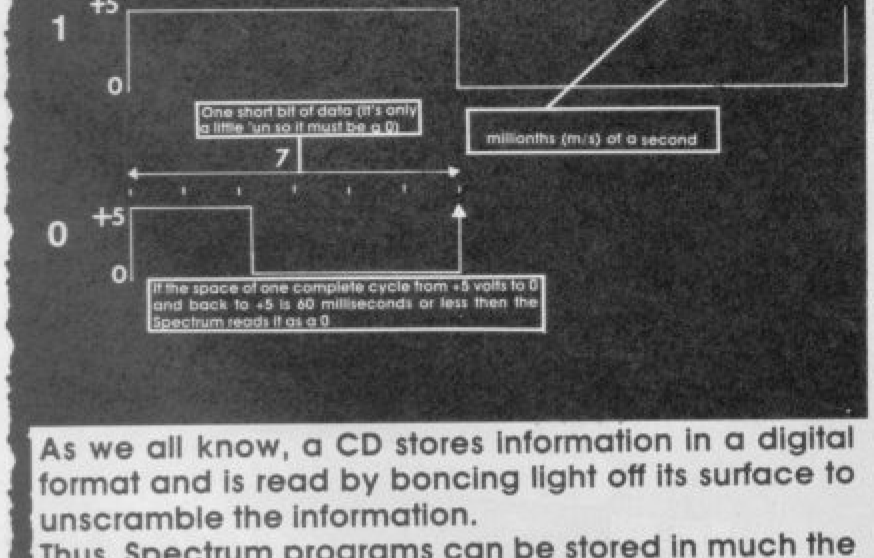
Codemasters have just announced the invention of a Compact Disk loader for the Spectrum which will load games in around 40 secs. Our very own Mr Logic, Garth Sumpter braved the Northern wastes to find out the why's and wherefores.



What's the single most annoying thing in the world? Is it biting into an apple and finding a maggot or is it having your stringy bits attached to electrodes and then being wired into the national grid? The answer has to be having to wait for what seems like hours for Spectrum games to load off tape. Well the answer has just arrived in the form of Codemasters' latest (and greatest) invention, the CD loader.

SPILL THE GUTS

How do we get the mega fast loads?



As we all know, a CD stores information in a digital format and is read by boncing light off its surface to unscramble the information.

Thus, Spectrum programs can be stored in much the same way as the information on a tape. Where the CD gains speed over the tape is the quality of recording and lack of noise. The CD drastically speeds up loads by:

Reducing Signal to Noise ratio.

This simply means that Codemasters utilise the amazingly clear reproduction qualities of the CD to give virtually error free loading. This also means games can be loaded faster simply by compressing the data.

Sampling the signal every 6 millionths of a second

Because the CD can sample or look at a signal so quickly and so precisely, the data signal can be speeded up until the Spectrum processor is running flat out. It simply measures the length of the data pulse from high to low and back. If the length is over 60 millionths of a second the computer makes it a 0: if it's over 60 milliseconds then the Spectrum reads it as a 1. Easy eh? Well that's how to do it all in theory.



Uses the internal RAM of the CD

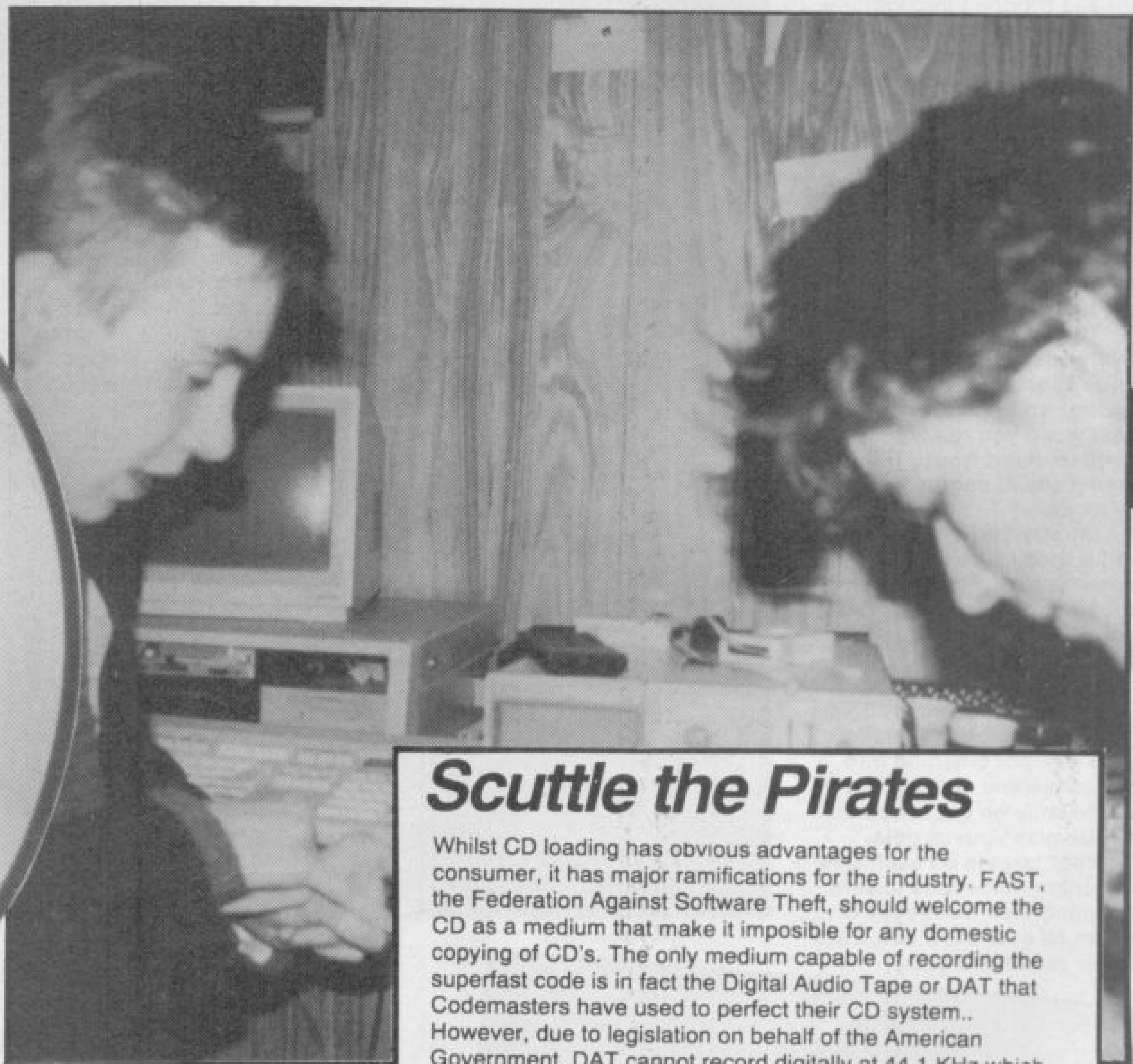
This Random Access Memory on the CD is the same as on computers. The CD reads from the disk into RAM and then out of the headphone socket. Because the CD processor controls the speed of the disk perfectly, it can take data from the aisk as it needs it.

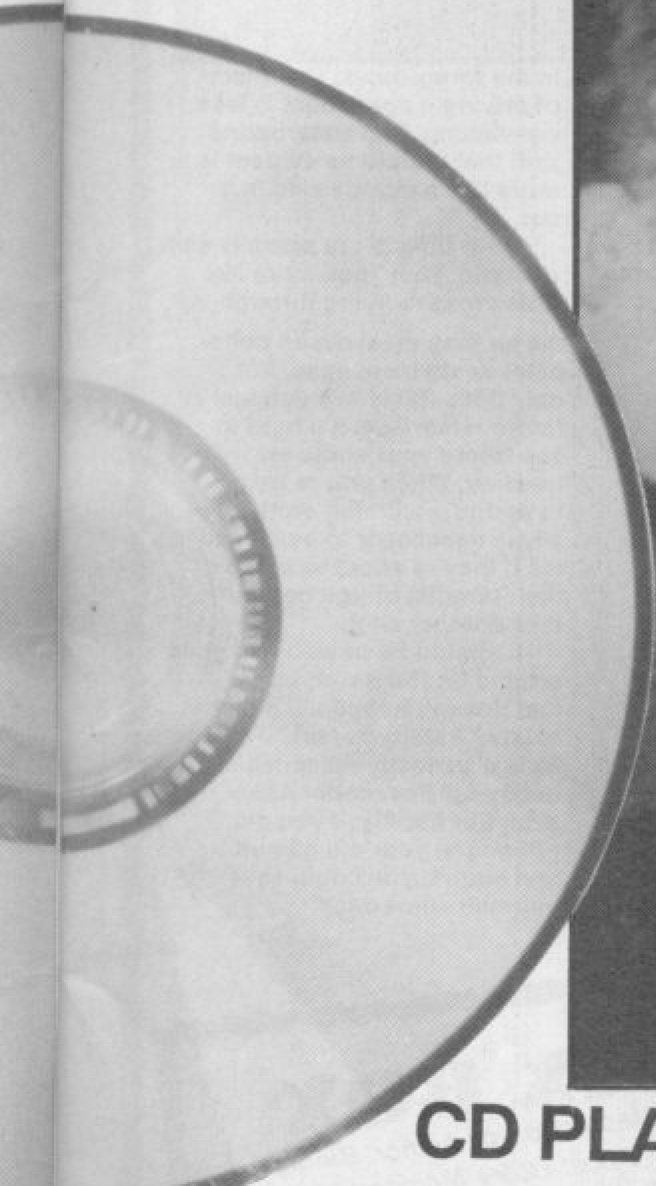


DS!

ED OF LIGHT!







Scuttle the Pirates

Whilst CD loading has obvious advantages for the consumer, it has major ramifications for the industry. FAST, the Federation Against Software Theft, should welcome the CD as a medium that make it imposible for any domestic copying of CD's. The only medium capable of recording the superfast code is in fact the Digital Audio Tape or DAT that Codemasters have used to perfect their CD system.. However, due to legislation on behalf of the American Government, DAT cannot record digitally at 44.1 KHz which is the frequency of a CD. This makes duplicating the CD very difficult for the casual software pirate which probaly accounts for the largest proportion of software theft. Also, without the special filter lead, the CD is useless, so consumers must make an intiial purchase of a CD in order to obtain a lead..

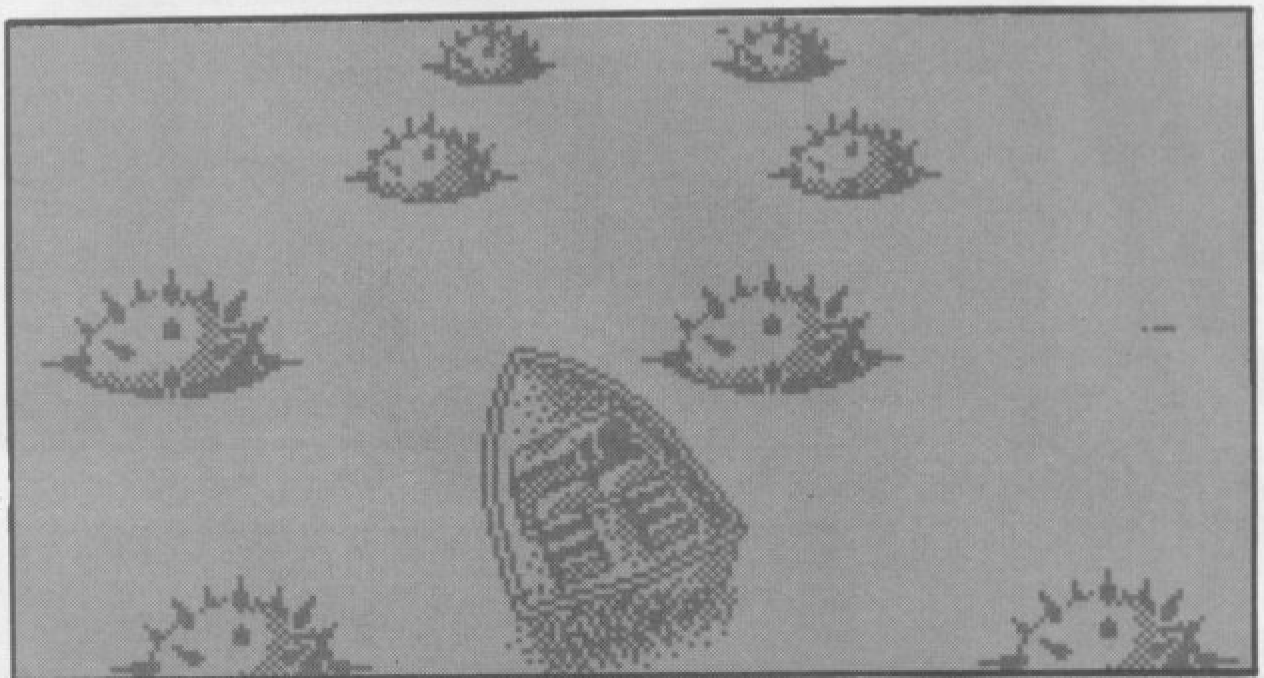
CD PLAYERS

The up to date Playlist.

3D Starfighter, Arcade Flight Simulator, ATV Simulator, Bigfoot, BMX Dirt bike/Freestyle/Quarry Racing, Death Stalker, Dizzy I, Dizzy II, Eleven-a-side, Fast Food, Fruit Machine Simulator, Ghost Hunters, Grand Prix Sim II, Indoor Soccer, International Rugby Simulator, Jetski Easy/Hard, Moto X, Ninja Massacre, Pinball, Pro Skateboard Simulator, Pro Ski Simulator, Robin Hood, Soccer Skills, Snooker Simulator, Street Soccer, Street Gang Football, Super Stuntman, Twin Turbo V8, Vampire + a high tech lead and a loading program that must be loaded in from tape before you can use the CD - (Good news is that it's very quick to load and that there is a built in utility to transfer it to disk if you want to.
PRICE £19.95 (cheap at half the price)

GAMES REVIEW!

SPEEDBOAT ASSASSIN



Speedboat Assassins? Well, well well. As if you hadn't seen enough of three dimensional "spectaculars" over the past few months, *Speedboat Assassins* stumbles onto the bandwagon.

You're a member of an elite corps of men on a deadly mission to destroy, destroy DESTROY!

You're winched in on helicopter and dropped into various waterways around the world. All teeming with enemy activity. Even the Thames (with authentic Big Ben backdrop) has been overrun with baddies.

The chopper makes another swoop to drop off some ammunition, which can later be replenished and powered-up by running over tokens floating in the water.

The action starts with a relatively easy cruise down an avenue of enemy mines. There's enough room to move around easily and you really only need to divert from a full steam ahead course a couple of times.

Shortly, though, life becomes more tricky when enemy speedboats (with increasingly tough hulls) face off against you. This is when your boating prowess is vital. You'll have to sort out a strategy which will solve the problems of both dodging the enemy missiles, not crashing into the mines and still staying sufficiently on course so as to not miss your targets.

Your targets on each level are communications towers, beaming their messages of doom all over the place. Each tower requires a good plugging before it will collapse.

The further you get into the game, the more heavily protected the towers become, and eventually, you simply can't deal with all the bobbing mines, swerving boats and drifting missiles. It's not as if the enemy have got smarter or better, you get the feeling that you're just being overrun.

The 3-D effect is competently produced using gradual magnification on the sprites; they start off as little blocks on the horizon and end up as large, and not too chunky, shapes in the foreground. The effect of driving a speedboat is less convincing. The waterbound drift that should be evident is more like a muddy skid in a car.

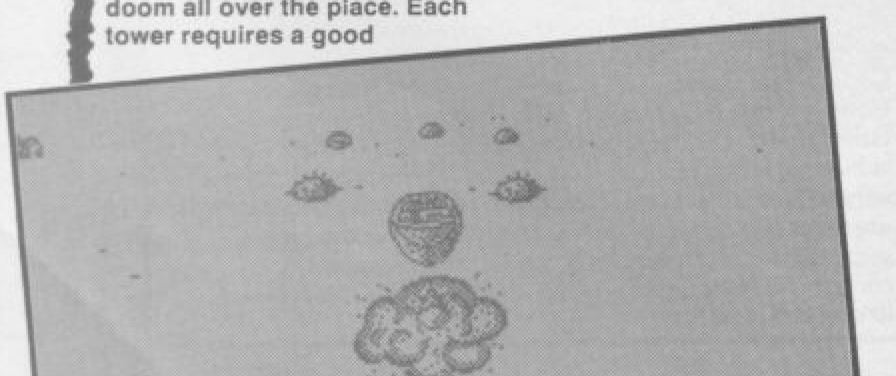
Your bullets are actually a bit pathetic. They look more like little crosses flying through the air than steel cased hollo-point death messages. Not only does this make you feel far from fearless. It's hard to see where your shots are heading. When you're trying to dodge oncoming craft, it really is necessary to be able to tell if they're about to strike their targets, or you need to take another shot.

It should be possible to glide around on the water, but it just doesn't happen. It's that elusive Asteroids feel.

£3 is a perfectly reasonable outlay for *Speedboat Assassins*, but frankly, if you dig out one of your old games, and squint, you could save yourself some cash.



Weaving through the maze of mines 'n missiles. Up ahead is an floating ammo dump.



He's made a direct hit on the mine! But will he be able to dodge the oncoming missile? Wonky controls say "no".

ARCADE REVIEW

FAX BOX

Label: Mastertronic Author: Binary Design Price: £2.99 Memory: 48K/128K Joystick: Various

Hardly the best

GRAPHICS	SOUND
62	60
60	58
PLAYABILITY	LAST ABILITY

Reviewer: [signature]

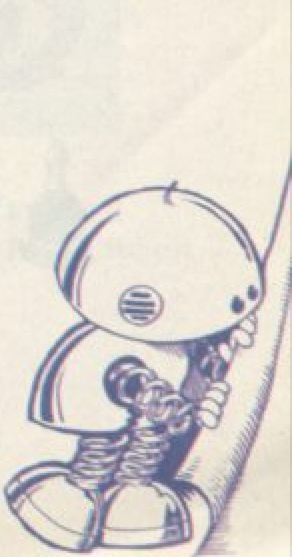
10 20 30 40 50 60 70 80 90

OVERALL 60

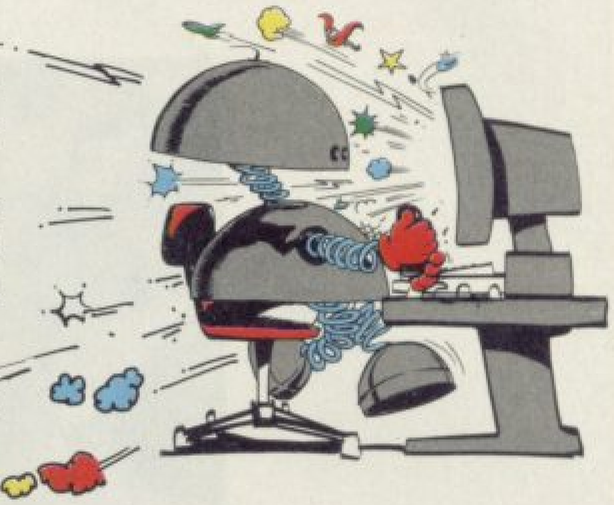
MILES GORDON TECHNOLOGY plc



SAM coupé



SO WHY DO SPECCY OWNERS NEED THE SAM Coupé ?



You've been building up your Spectrum software collection for years. You want a computer with better sound, better graphics, more power - but you don't want to lose your software.
The Coupé is the computer for you. Four screen modes with a choice from 128 colours, a six-channel stereo sound chip, 256K RAM (expandable to 512K) - yet by actually slowing the Coupé down, we allow most of your 48K Spectrum software to run in the Coupé's level 1 mode.

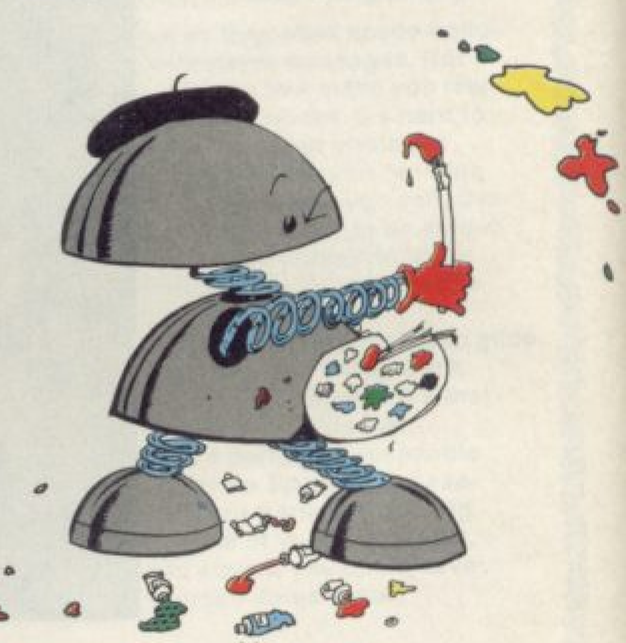


Growth

You never stand still with a computer. You're always learning, always growing, always wanting to do more. With the Coupé, your computer can grow with you.
Memory can be expanded from 256K to 512K. One or two 1 MB disk drives can be added. There are output ports for almost everything we can think of, and an expansion connector for things that other people develop later. And all of it simply slots in - no screws, no soldering, no hardware expertise.

Graphics

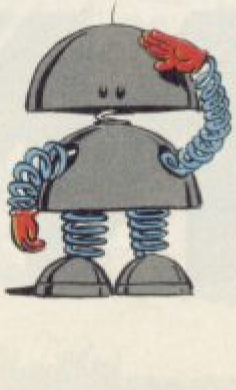
See the full range of 128 colours on an ordinary TV set. Or better still, use a video monitor for really high definition. Best of all, use a modern TV with SCART to get the quality of a monitor on an ordinary TV set.
The Coupé has four graphics modes. Even at the lowest level - Spectrum emulation - you can change the colours in the the software to take full advantage of the palette. In modes 3 and 4, you can display up to 16 colours per line, a different colour for every pixel in a 256 x 192 pixel display; or have an 80-column 512 x 192 display for word processing and spreadsheets.
And free with the Coupé comes FLASH!, a software package by ace Swedish programmer, Bo Jangeborg, designed to give you total control over these powerful graphics.



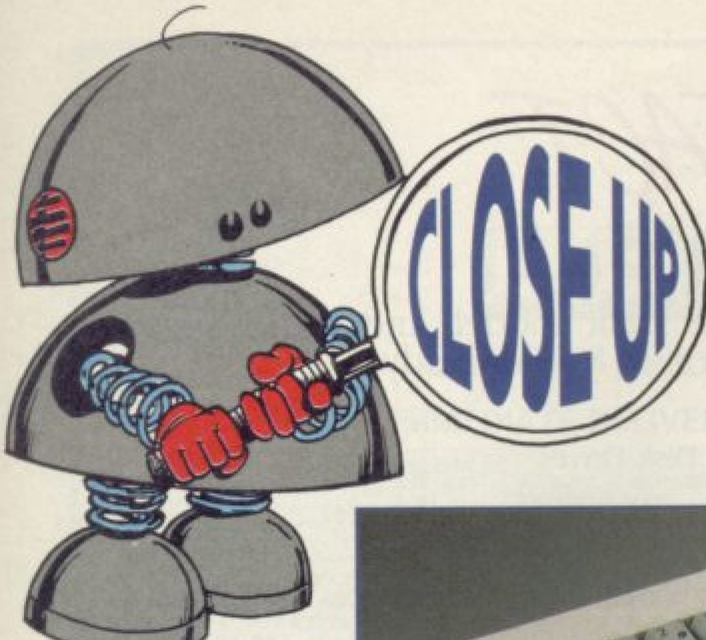


Music

There won't be a better buy for all you aspiring electronic musicians. The Coupé features a full implementation of MIDI - MIDI In, Out and Through - with 16 channel capability, and MGT is promoting a full range of MIDI support software. Better still, the Coupé features an 8 octave, 6 channel stereo sound chip. For sensational sound effects, just plug in your headphones.
Play it again SAM!



SAM. No, the computer's not called SAM, it's called the Coupé. This is SAM - he's the character who will guide you through the manual.



coupé

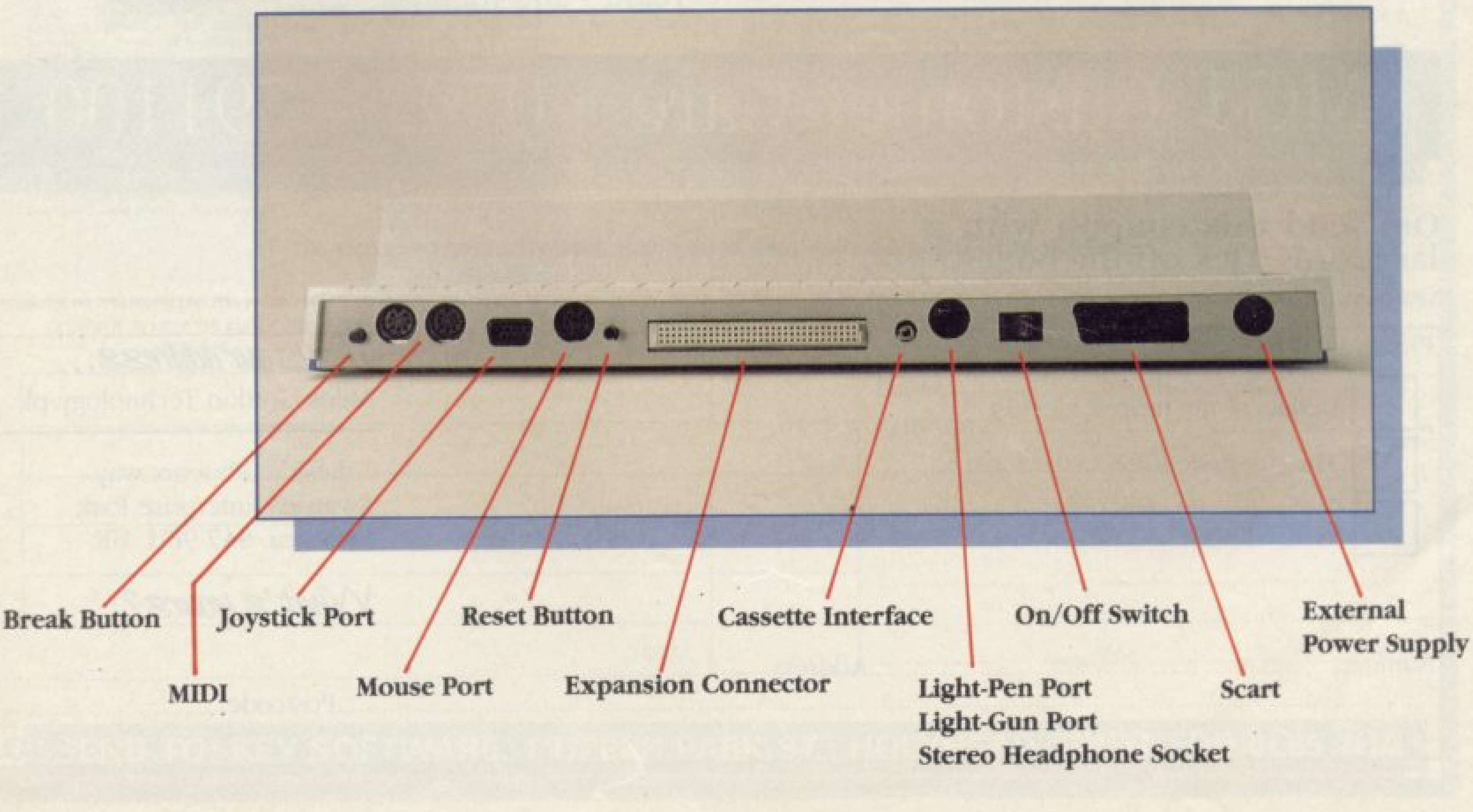


A 72 key full-sized, full travel **Keyboard**, designed with a professional feel. The keys are "soft", allowing you to re-program and re-position them if you wish. On the right, there are 10 function keys, which double as a numeric keypad.

The Coupé's slot-in disk drive



The basic model of the Coupé comes ready to work with software loaded from a standard cassette recorder. But you can also add one or two 1 MB 3.5" **Disk Drives**. These are ultra-slimline drives from Citizen in a special case which allows you simply to slot them in when you're ready.



A SAM atter of FACT

The Coupé costs £169.95

(including VAT).

This is the basic model, and you can add on - just as soon as you're ready:

- 1 or 2 Disk Drives
- An extra 256K of memory
- Special communications interfaces - RS232 and parallel
- The MGT Mouse

And MUCH MUCH MORE......

Ask MGT's Customer Care people.

The Coupé will run most of your 48K (but not your 128K) software. Which titles? Ask the MGT Customer Care people.

And guess what? You can even change all the colours in your current games.

Watch out too for the brand-new Coupé-dedicated releases from US Gold, Codemasters, Activision....and the list is growing.

Where can you get the SAM Coupé? Well there'll be some in the shops before Christmas. Call the Customer Care department and they'll tell you where to go and what to do.



The MGT Customer Care Team - and friends.

MGT Customer Care 0792 - 791100

Or send this coupon with a large SAE. Tick off the boxes.

Please send me

- ☐ Details of my nearest stockist
- ☐ The full price list & order form
- ☐ A brochure.

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Lakeside. Phoenix way
Swansea Enterprise Park
Swansea. SA7 9EH. UK

What's yours?

Name...Address...

....Postcode.................

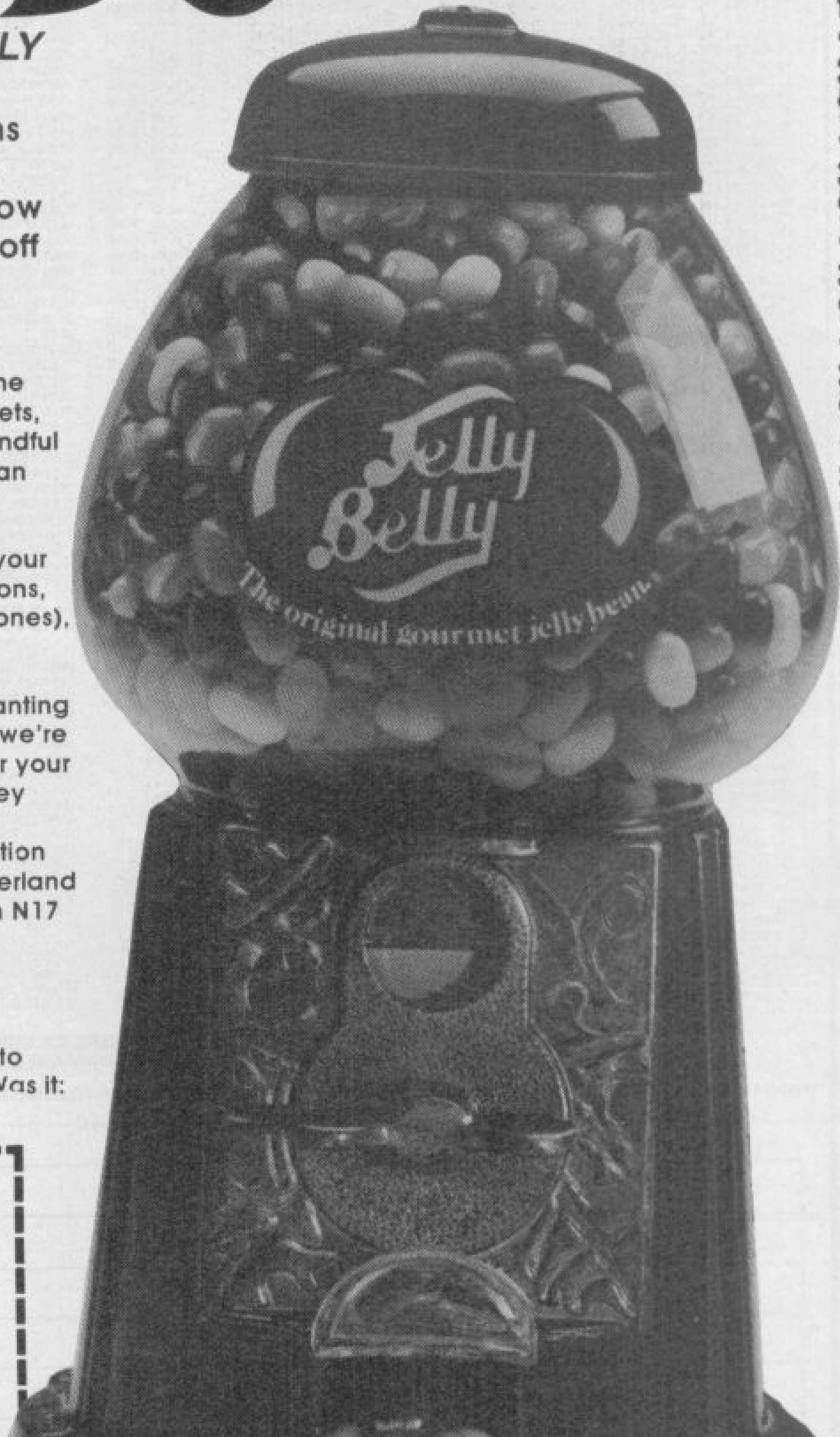
SU12

GET FAT!



NOW FOR SOMETHING COMPLETELY DIFFERENT

Alright, alright, we know Jelly Beans have nothing to do with Speccys and all that mularky, but every now and again we think it's nice to go right off on a tangent and offer you something that's just that wee bit alternative.



We at SU have been given a Bean Machine by the Jelly Belly company. It's great, you fill it up with sweets, then poke five pence in the slot to get yourself a handful of munch. So as well as being a Bean dispenser it can help you save some wonga, multi-purpose or wot?

You don't just have to fill it with Jelly Beans. Use your imagination, stuff it full of Peanuts or Chocolate Buttons, Aniseed Balls, Choccy Raisins, Gobstoppers (small ones), the choice is yours.

Being the generous souls that we are and not wanting to let our readers miss out on a beezer of a gadget we're giving you the chance to bag the Bean Machine for your very own. There are prizes for 20 runners up too - they each get a whole 1/2lb. bag of Jelly Belly Assorted Beans, kerslurp!! If you wanna win, answer the question below and send the coupon to 'JB Quiz', Northumberland Park Ind Est, Unit 12, 76/78 Willoughby Lane, London N17 OYL. Compo closes 31 January 1990.

QUESTION

Which Jelly Bean flavour was produced especially to commemorate President Reagan's inaugaration? Was it:
A) Blueberry B) Cinnamon C) Disaster

COUPON

Name ____________________

Age __________

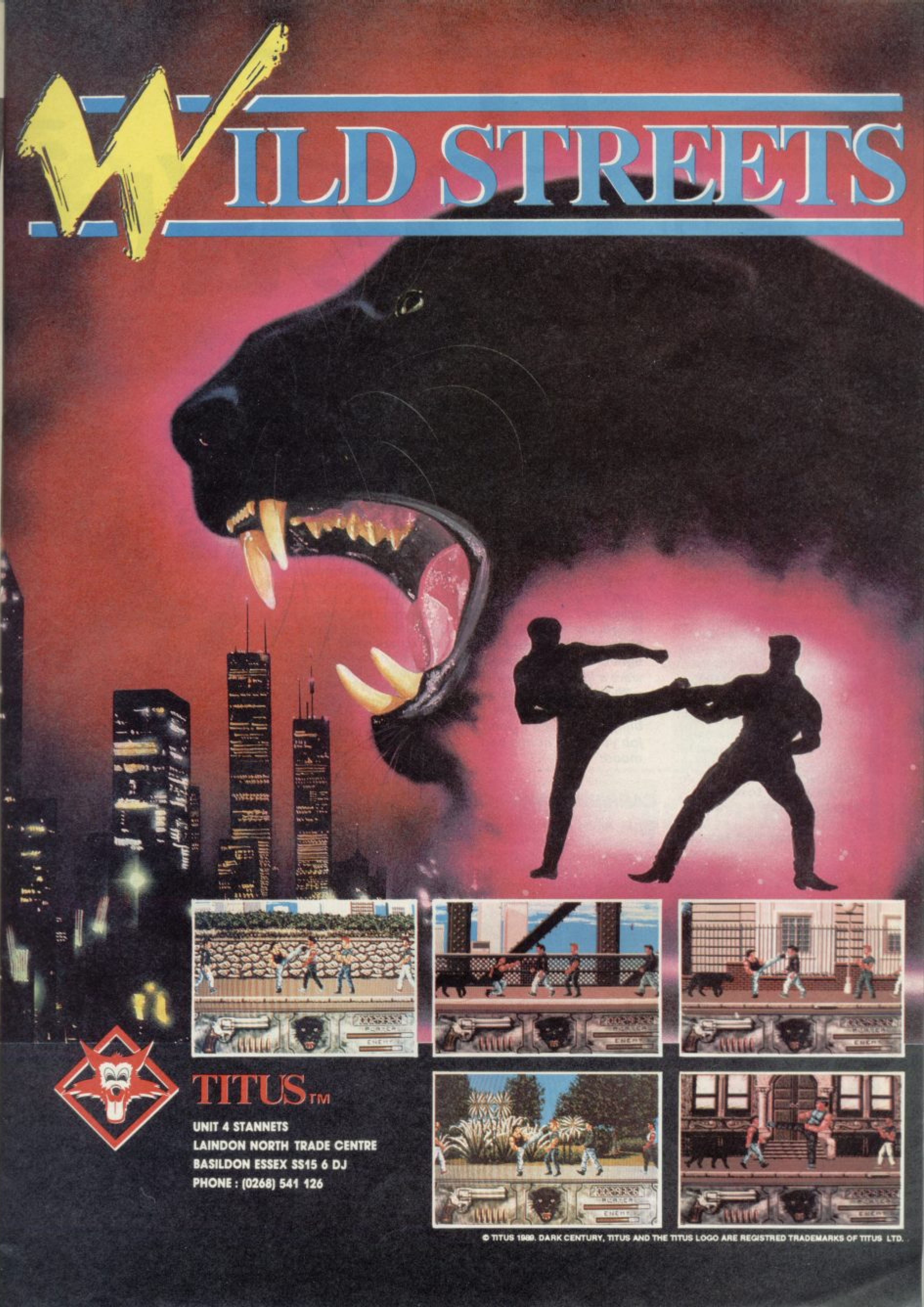
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thewri



CHRIS

DOUBLE DRAGON

What a load of rubbish this game is because it is too easy and I completed it almost straight after I bought it. I think the graphics could have been better and have had more colour. There should also be more levels and the sound effects were alright (but not as good as they could have been). The men look like Jelly babies and were extremely boring. There were hardly any enemies and the backround graphics were extremely dull. When you get to Willy a couple of flying kicks or head butts and he's dead! A definite no buy! Love the mag by the way!

Tony Williams Port Talbot, Wales

● ***Right! That's enough! No more Double Dragon letters. Well, maybe just one.***

DOUBLE DRAGON

Dear Sirs

I'm writing to tell you of what I think of Double Dragon, Chris Jenkins is a good reviewer but for this one ought to be D.D. a crud game like this 51% I would give it no more than 4%, here are my ratings:

Graphics	9%
Sound	6%
Playability	28%
Lastability	12%

It took me 2 goes to complete this game, it is so easy. I am so disappointed in this game, it is so bill,ex, fab, bad etc down the arcades, I mean where's the flamin' cat on the barrels. The knives look like loaves of bread, and where's the dynamite on level 2, the sound effects are utter crud, when you get hit it sounds like motor bike reving up. The price is an absolute outrage £9.95 for a game like that its a flamin' rip-off, I would put it easily at £1.99 or £2.99.

Ben Robinson Hastings, East Sussex

● ***You're a hard marker, aren't you? 9% for graphics? That's a bit rough, isn't it. Well, perhaps not. In the cold light of day, maybe we were a little generous with the graphics mark. But, oy, 12% for lastability? Phew. It's a good job you were'nt in a bad mood!***

CARRIER COMMAND

Elite, move over, a game has finally arrived that wipes the floor with it. What is it!! I hear you gasp, why its the loooooing awaited Carrier Command. How can I describe it, will take the speed of starglider and the strategy of elite and sprinkle on the graphics of driller et viola. The animation is flawless, the sound is great and the action is fast and furious. Save your money now!, and go and buy the best spectrum game your ever likely to play, -what 14.95, doesn't matter, its worth every penny.

Michael Harrison Dinnington, Sheffield.

● ***See? We told you, didn't we? It is possible to handle big 3D excitement on the speccy if you know what you're doing, as Realtime obviously do.***

FISH!

Dear Chris Jenkins

You must be nuts. Really nuts. What's going on down there? I'm a professional adventure player, and recently I bought Fish! (any adventurer who doesn't is completely mad) played it and thought "This is one of the best adventures of all time!" Then I looked at your review in the March issue, and What? A poor 80%? It should be 100% as an overall score! The text is excellent, I admit it's a bit overpriced, but giving it only 80% and making a comment like "Looks a bit green around the grills" is really from a mad mind! Try to do better next time, Jenkins. (Oh, and there's a lack of adventure reviews in SU! the last one was Fish!, ages ago!)

Joao Tondo Lisboa, Portugal

● ***Chris says: Yah, boo sucks. If you're not into the game, you're not into it. It's like Tangerine Dream, in that respect. (What? - Ed)***

AFTERBURNER

I feel sorry for you Chris Jenkins, I thought you were a good reviewer until I saw the overall 90% on Afterburner, the Arcade Afterburner is wicked but on the spectrum it's crap, boring and stupid for starter's you can't control the gun's yourself, second, you can't have a purple sea and lastly the plane's too hard to control. If you ask me I would have give it 50%. Still the graphic's are OK. And your still the best reviewer.

Aaron Whyley Chelmsely Wood, Birmingham.

● ***Ooer. Mr Outspoken. I'm sure you'll be hearing from some 'Burner fans pretty damned soon.***



GARTH

BATMAN

Dear SU 'What the **** are you playing at !?! Giving Batman 76% when it deserved a classic! Even the task was taken on by an unexperienced reviewer (probably). Well, the graphics are megafunky for mono chrome and music is even better, an improvement on Batman 1 + 2 I've only one niggle, when Batman wants to kill anybody his batarang takes too long to fire as he gets it out of this batbelt. To say they only created this game from picture stills, this tracks with the film extremely well. Nice one Ocean!

Matthew Hardy Driffield, East Yorkshire

● ***Well, it has to be said that we were kind of expecting the Batman argument to run and run. Anyone out there who did agree with us?***

te stuff



JIM

FORGOTTEN WORLDS

Dear Sinclair User Forgotten World's was Rubbish. It is more like a £1.99 game than £8.95p. The main spite of the Man look's stupid with his legs bent in the Air. If he was flying wouldn't his legs be straight. And the Big gun (as you called it) is pathetic it looks like a stick with a spat of red paint on it. the actual game itself is boring and does not have brilliant game play.

The multi load even slows it down more. I advise people not to buy this game as it is a total waste of dosh.

Enso Di Rosa Bruce Grove, London P.S. SU is brilliant.

● ***Rubbish? Rubbidsh? What are you talking about? It's all very well saying what a man does or doesn't look like when he's flying, but how do you actually know? And I can't think of a side-on shoot-out better. Name some.***

TARGET RENEGADE

Jim Douglas you silly plonker. Target Renegade is a good idea but the characters are the same colour as the back ground, and all you do is beat people up I know Renegade is like it too but there should be a flippin' sub game or a break from breaking other people.

Lee Cull Freemantle, Southampton.

P.S. Sinclair User is miles better than YS. P.P.S. Your games reviews are nearly always right (Crawl,Grovel,Slulp,Drool)

● ***If you're not that keen on Target, why not take a gander at After the War, it's well tough, but it's probably got all the fatures you're looking for.***

Dear SU, Where's the twilight zone gone? Some of us only have a small amount of money to spend on computer games. I am one of those who wait for games to come out on budget and as your budget reviews have gone I don't know what to do. I have to think very carefully when buying software, (I'm still thinking about buying Robocop!)
A lot of new budget games are appearing and a lot of games are being budgetted (e.g. Top Gun) but I don't know if I should buy it. And now you don't print the marks given to games in the charts (what does UR mean?) I'm really up the creek. Please do sumfink! I'm beggin' on bended knee. Please bring back the Twilight Zone .
Edward Hodson, Waterloo, Liverpool.

● ***Whoa, Teddy Boy! The Twilight Zone faded into shadow some time ago when we decided that budget games were good enough to stand alone against the 'biggies'. However, take a butchers at TIMEWARP a new section on re-releases in this issue which we will be running as an occasional piece.***

Dear Jim, I just can't believe your review of Ghostbusters. You give the game 70% and yet the whole issue seems to be a ghostbusters promotion. There's the front cover and inside there;s even a 3 page Ghostbusters compo. So why, after all the hype do you only give it 70% I think it's worth much more.

Peter Brown, London.

● ***Front covers are decided well in advance and the game is marked like any other. Does anyone out there disagree? Let me know if you do!***

TARGET RENEGADE

Dear SU (Brilliant mag) I think Target Renegade is great despite what everyone else might say. So here's a little cheat for all you Target Renegaders. When entering your name press different keys one after the other very quickly. When the letters have gone past your score press enter. The game will start where you previously died. The screen will be in black and white negative form until you move to the next screen. The controls are set as on your previous game. Your status is displayed as energy, time and score. On the next level your status will be displayed as normal. You will (or course) notice the infinate, amount of lives. If you can't kill Mr Big either hit him with the snooker cue, or jump over and back kick him.

Jonathan Wallace Carlisle, Cumbria

● ***What a way to end the page, eh? readers? A loyal fan of the Renegade series. Rumours have it what there will be another on the way soon. What about it?***

WRITE TO THE WRITE STUFF!

All right all right! You think we talk a lot of nonsense, do you? You think we can't tell an SU Classic from a 15% clunker? Well this is your chance to set the record straight.

Every month we'll devote the Write Stuff section to your thoughts and opinions on games. Is Jim mad? Tell us so! Is Tony the coolest thing since ventilated boxer shorts? Let us know! Is Chris the best software reviewer in the galaxy (hem-hem)?

Instead of insulting you by offering you money, if you get your contribution to the Write Stuff published you'll get an EXCITING EXCLUSIVE SU BADGE, so the whole world will know that your words have been immortalised in SU. Starting next issue the best letter will also get a £20 software bundle (of our choice, before you ask).

So if you have any opinions on recent games we've reviewed (or even ones we haven't), write your review and send it to us together with the completed form below.

Keep your wodge under 150 words, try to avoid blasphemy, obscenity and libel and send the lot to Write Stuff, Sinclair User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU

NAME ....

ADDRESS ....

.... **POSTCODE**..................

GAMES REVIEW!

SAIGON COMBAT



Kerboom! Aiee! Eat hot lead, slanty! Don't I seem to have written all this before? Yes! It was a few months ago when every film in the cinemas and game on the market seemed to be about Vietnam. Just when you thought it was safe to go back to Phnom Phen, here's *Saigon Combat Unit*, which in a cheap and cheerful way seems to pack in a good deal more action than most of the others put together.

Here's the plot. The evil Viet Cong (hiss hiss, boo boo, I'm sure some of them are perfectly decent human beings akchaloi) have destroyed the US Marines HQ, which, we're told, is exactly 32 miles north-east of Saigon. Why this figure is crucial I don't know, but the point is the Cong have captured your commanding officer, and you have to fight your way through hordes of the screaming devils to get him back.

The big surprise is that SCU has decent animation, plenty of colour, nice music and FX, and loads of non-stop shootin'. The horizontal scrolling isn't 100 percent smoove, but the action more than makes up for this; lines of Cong rush at you from left and right, and your trigger-finger soon wears out as you gun them down. You can leap from one level to another, crouch to avoid bullets, and shoot diagonally upwards and downwards to pick off enemies in the trees and in pits (which you must leap over). Then there are mines to avoid, jeeps which have to be taken out with grenades, and, goody goody, extra arms you can buy from your friendly local gun shop.

Snuffing a gook makes a coin appear; destroying a jeep brings a big bonus. Catching the dosh earns you enough ackers to stock up on killin' irons; the shop entrances appear at regular intervals, and entering one brings up an interactive display where you can spend your money on bigger guns, grenades, smart bombs and so forth. You can also purchase first aid kits to restore your flagging energy.

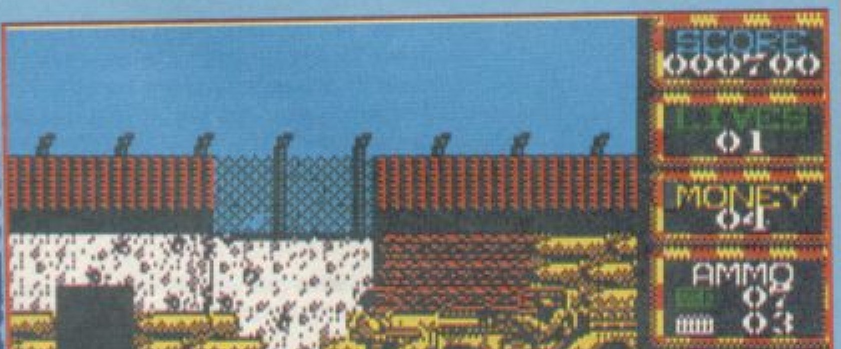
Make it through to the enemy base and you get a code word which allows you to load the second half of the game from the tape, and the fighting goes on. Just to help you out the code word is... Hah! You didn't think I'd give that away, did you?!

There's nothing in SCU which hasn't been seen any number of times before, but it's very well put together and shouldn't be missed by any fan of tremendous violence.



Stalking along atop a wall. Make sure you don't get a hot-lead enema from the loony commie below.





Bravado Extreme! Even in the face of a loon in a jeep our brave hero just won't give in...

FAX BOX

ARCADE REVIEW

Label: Players Premier Software Author: Optimus Price: £ 2.99 Memory: 48K/128K Joystick: various

Excellent "Bomb 'em back to the stone age!"-type fun

GRAPHICS	SOUND
68	75
89	85
PLAYABILITY	LAST ABILITY

Reviewer:

OVERALL 82

10 20 30 40 50 60 70 80 90

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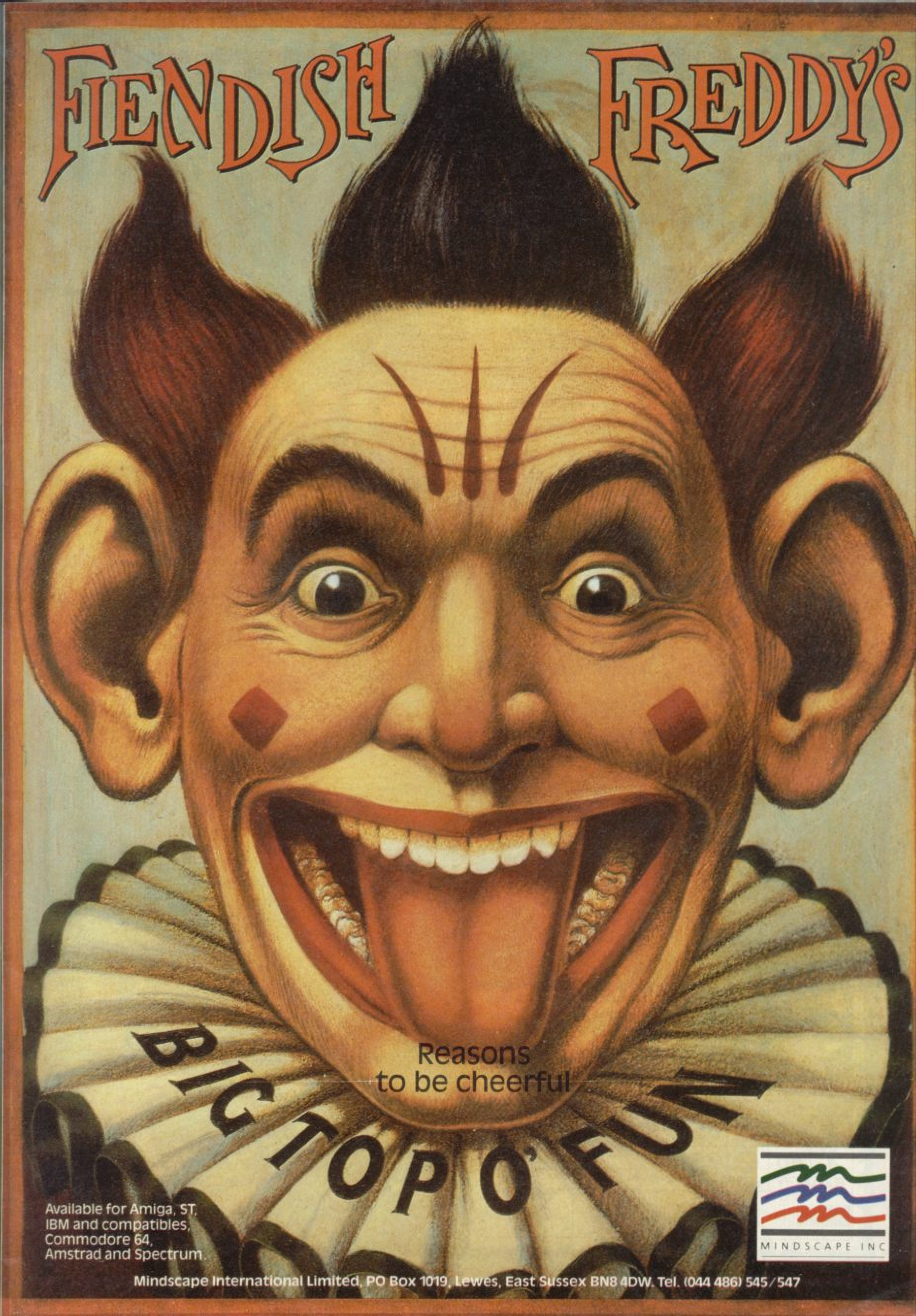
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GAMES REVIEW!

HARD DRIVING

Hard Drivin? They're not kidding! This has got to be one of the toughest driving games ever released. Not because you're racing ultra-proficient steel-nerved opponents, but because the simulation of driving the car is so realistic in its difficulty.

Among the bunch of driving action games we've had this month, Hard Driving is certainly the closest to driving a real car. However, this doesn't necessarily make it a more enjoyable game.

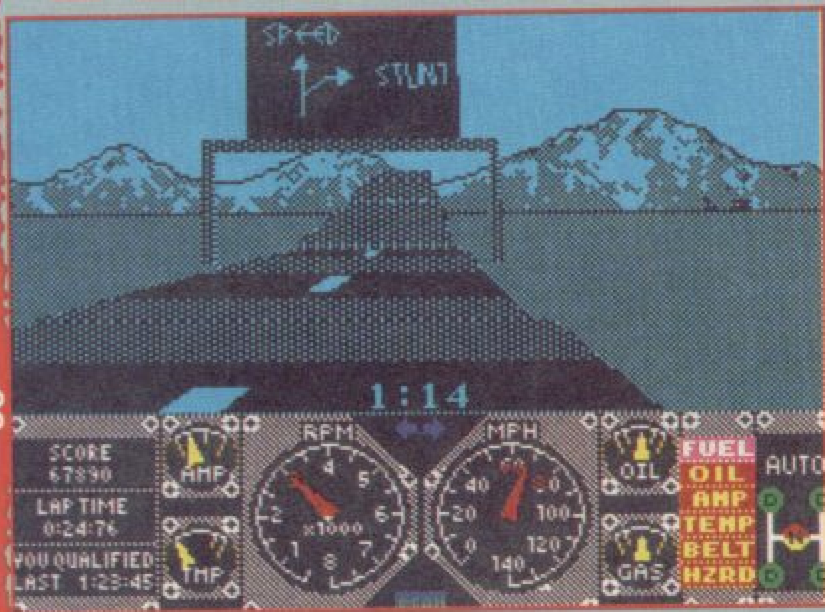
There are essentially two games in Hard. You can belt around the speed track, amassing points by taking the curves at ever-increasing speeds. The other option - the more entertaining in the short term - is the Stunt Track.

Here, innocent sounding obstacles like The Bridge and The Loop prove mind-bendingly difficult nightmares of car control.

I'm making the controls sound a bit horrific aren't I? Well, they're not as bad as all that. I think the problem is that after playing games with hi/lo gears and steering with only two gradients, Hard Driving's precision makes an unexpected, and initially tiresome change.

If you're a real stickler for accuracy (and mad) you can change every gear yourself. If you're into getting some serious speed under way, select the auto-box and get going.





Steering is really a bit ridiculous. The original arcade game was obviously controlled with a steering wheel. The 16 bit versions are best controlled with mouse or analogue (non self-centering) joystick.

In a rather misplaced attempt at universal similarity, the Speccy version doesn't have self centering steering either. After you've turned a corner, you have to remember to center the wheel, which is a slow process.

Alternatively, you can tap the space bar which automatically makes the car straighten up instantly. Both of these are a bit naff since a) real cars don't simply go round in circles if you don't centre the wheel, and b) pressing the space bar while using the joystick is a pain in the neck.

Aside from this, Hard Driving is tops. The graphics are filled 3-D shapes which move at an acceptable rate (they're a bit jerky actually) and are all varying shades of blue and black.

The lower portion of the screen deals with all the details that real drivers don't worry about (oil pressure, temperature etc).

You're given the option of driving on the right or left hand side of the road. This is actually a pretty important factor, since the gameworld is populated by the most unsympathetic drivers this side of the M4. They'll smash into you from behind. They'll plough into you head on and they'll send you spinning off road. None of this is through any malicious intent, they're all simply intent on completing their mindless journeys.

Without any question, if you're out for laughs, the best feature of the game is the action replay. You can spend many a happy hour setting up the most gruesome crashes and watching them played back at excellent third-person perspective angles.

Hard Driving is an excellent exercise in mega-maths programming, and its combination of morbid crash-fascination and genuine intricate accuracy make it a sure-fire hit



ARCADE REVIEW

FAX BOX

Extremely clever programming. Wonky steering but brill replays.

GRAPHICS	SOUND
79	65
80	79
PLAYABILITY	LAST ABILITY

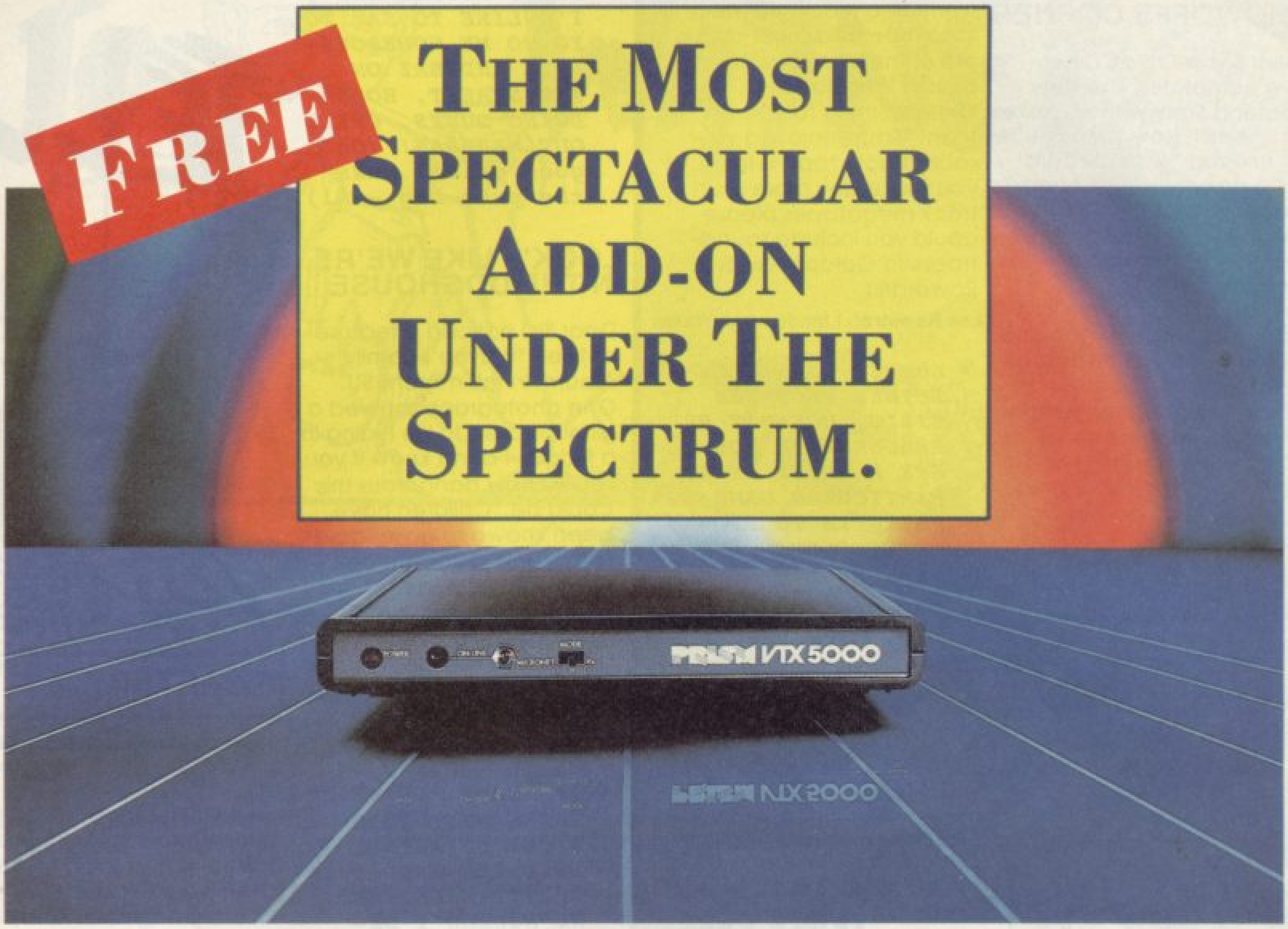
Label: Domark Author: In-House Price: £8.95 Memory: 48K/128K Joystick: Various

Reviewer: Jim Douglas

OVERALL 78

HINTS + TIPS

1) Always wait for the result of each tap on the steering keys. Sometimes they're slow to respond, and oversteering is a bad mistake.
2) Take all the corners VERY SLOWLY until you know them all. Only then can you try some power slides



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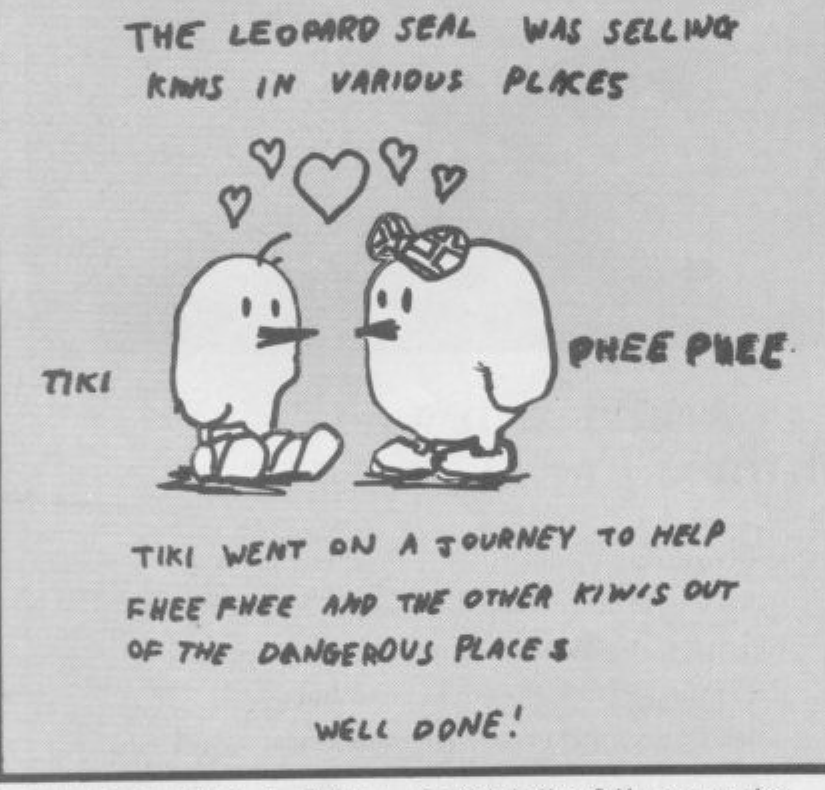
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SHOWOFFS CORNER

Dear Show-Off's Corner,
I've completed The New Zealand Story with no pokes or cheats! Now I bet you're all thinking "Wow!! wad a brillo person! He ars cample-dad Newzealand Stary!" but really it was nothing - (well actually it was bloody hard!!!)
Anyway, just to prove it I'll tell you a bit about the end. Firstly, instead of an end-of-level-baddie in level 4.4 - you don't get one - just another 4.4- (not the same one) Also if you get killed in level 5.4 - (Kiwi Pie!!!) You start again at the beginning of level 5.4!! Finally here is the end of game message:
The leopard seal was selling Kiwis in various places Tiki went on a journey to help fhee fhee and other kiwis out of the dangerous places Well Done!
One last thing (oh go on then - Jim), I enjoyed your soundtracks tape a lot but if you make any more soundtrack megatapes please could you include soundtracks to Golden Axe & Powerdrift.

Lee Rawstron Llandoudno, Wales

● *LUMMY, HE REALLY THINKS HE'S THE BIZ3O, DOESN'T HE READERS? IF YOU ARE A WHIZZ AT A PARTICULAR GAME WRITE IN TO SHOWOFFS CORNER AND TELL US HOW YOU GOT THROUGH IT ETC.*



OH MAN, IT'S A RAP ATTACK

Dear Wayne Smedley, Now here's a rap we wrote for you. If you don't like it then ?*!k you.
DEADLY SMEDLEY AND HIS BAD B.O.
Who's that geek on the street,
With the national health specs, and the wellies on this feet
Wearin' a kagool tryin' to look cool
But endin' up looking like a fool.
The prat's name is Smedley with his bad B.O. That's definitely deadly.
Check this out these are the words we're sayin' If you want to live keep away from Wayne.
So this is the S.U. rap make other mags look totally crap
So don't delay Wayne don't look drab S.U. is totally fab.
M.C. Phil Chill and Wap Bam Baz are tryin' to tell ya that you look like a spaz
So clean up your image clean up your act or else we'll be round and that's a fact.

Phil Wood and Baz Smith Daventry Northants.

● *WAYNE SAYS: GOSH, A SUPER RAP ALL ABOUT ME - I MUST SAY I'M RATHER FLATTERED (and we must say you're a gonk - the SU team). I'VE BEEN SWOTTING UP ON HIP WORDS USED BY YOUNG PEOPLE AND I'D LIKE TO SAY TO YO TO MY HOMEBOYS PHIL AND BAZ ON THE STREET, HOWYA DOING DUDES, CHILL OUT MAAAAAN! (Oh good grief, pass the puke bag - Al)*

LOOK'S LIKE WE'RE IN THE DOGHOUSE

Dear Sir I noticed a feature entitled "Wayne's Family Album" in this months SU. One photograph showed a girl supposed to be hiding in a fridge. I don't know if you realise how dangerous this could be. Children have been known to go inside a fridge and suffocate because they are impossible to open from the inside.
As many of your readers are quite young children please can you take a more responsible attitude.

G.Roderick Landore, Swansea

● *JIM SAYS: POINT TAKEN MRS. RODERICK. CLIMBING INTO THE FRIDGE IS PRETTY SILLY AND WE WOULDN'T DELIBERATELY ENCOURAGE ANYONE TO DO IT. HOWEVER, WE'D LIKE TO THINK SU READERS ARE BRIGHT ENOUGH TO REALISE THIS THEMSELVES. SO YOU'VE BEEN WARNED VIEWERS, STAY OUT OF THE FRIDGE FOR GAWD SAKE.*

BARGAIN OFFER, GET 'EM WHILE THEY'RE HOT

ZX81 & 16K ZX SPECTRUM-SELL OFF Due to the closure of the R.FROSDICK ZX81 & 16K SPECTRUM CLUB' (whatever the bot that is - AL) we have decided to sell our collection which contains all the classics for the above machines, and a price list is available by sending a SAE to

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JAMES' QUESTION TIME

Dear Wayne, I have some questions for you. 1. Why would anyone who is not mentally deranged want to have little gluggly things floating around their office?
2. What is that thing that is sat on your DIY starter kit? Is it a martian or what?
3. Why have you got a toothbrush in the same place as your pencils? Surely this does you no good when you brush your teeth.
4. Why is your face so twisted and contorted that your mouth almost touches your ear?
And last of all a tiny little complaint, there was a mistake in your letters page in ish 91, in the letter from the divvy with no name you (or he/she) spelt angry as ANGEY, anyone with only 5 brain cells can see that is spelt wrong! But apart from that your mag is Supersplendigerously cool!

James Owen Ackworth, West Yorks P.S. can I have a signed photo of you? P.P.S. Yo*r Si***r is a load of s**t!**



- *1. BECAUSE THE GLUGGLIES ARE MY LITTLE FRIENDS AND I LOVE THEM VERY MUCH.*
- *2. NO HE IS ALSO A GLUGGY*
- *3. THAT'S NOT A TOOTHBRUSH, YOU SILLY OLD SILLY, IT'S A RULER - WHAT A SAUSAGE, EH READERS?*





I'D LIKE MY LETTER PRINTED, PLEASE

Dear Wayne, I bet when you are reading this you think that I am just another chappy writing in to get my name in SU.
Well you are right but I am very special, I have finished Renegade 1,2 and 3, Robocop, Batman (the new one), Red Heat, Double Dragon, Operation Wolf and many more without using pokes from SU.
I think I should be put in the mag SU. I have wrote to SU many times before and wondered if you got my letters. I have been tempted to write to Y*** S******* or C**** but never have.
Please mention me in this month's SU Mag.
Anyway Wayne I am one of your Fans and I have written a poem about you.
Wayne, Wayne, Don't be insane Print this letter Cause it is better Than the rest So be the best And Print IT Don't be a silly (GOSH THAT'S A RUDE WORD - WS)

David Price Erdington, Birmingham P.S. I am your greatest Fan P.P.S. I'm not just creepin you know. (honestly)

- *JIM SAYS: YOU ARE A SHOWFF, AND THE WORD IS WRITTEN NOT WROTE YOU BERK. WAYNE SAYS: I HAVE A SNEAKING SUSPICION THAT YOU WANTED YOUR LETTER PRINTED.*

JUST CALL ME OSCAR WILDE

Dear SU (and Wayne as well) To show you how much I love you (or hate you in Wayne's case). I have written this poem for you:
SU if fabby SU is dude SU makes YS look like something rude
SU is chief SU is boss SU's much better than a single from Bros
SU is hip SU is happy SU makes YS look like a smelly nappy
SU is lovely SU's bubbly as soda SU makes other mags like YS look like a rusty old skoda
SU's stupendous SU's amazing SU leaves other Sinclair mags gazing
SU is crucial SU's fantastic SU makes other Sinclair mags look drastic
Long live SU, don't live Wayne

Terry Bettger Whatlington, East Sussex P.S. Send me those happy bugs on your desk Wayne or I might get slightly annoyed and pulverise you (in the nicest possible way)

- *WAYNE SAYS: YOU LIKE A LAUGH DON'T YOU TERRY? ALL THOSE JOKES ABOUT PULVERISING ME AND HOPING I'LL DIE, I KNOW YOU DON'T MEAN IT REALLY (oh yes he does - the whole cosmiverse).*

I'LL DEFEND YOU WAYNEY

Dear Wayne, Did you know that in about 1000 issues of SU ago this bloke called Paul Pickering wrote in saying in a roundabout way Wayne you're crap! Well Paul I am a cool Dude and I'm telling you you are a well d*c*h*ad because Wayne is neat (and so is his desk).
So if you don't write and apologise to Cool Wayne I will send you Codemasters latest releases plus 6 billion issues of other unhip mags.
Oh by the way, talking about computer games it won't do you any harm to send me a game and then I will promise to defend you and if anyone calls you a divvy just give their address!

Daniel Chapman Sprowston, Norwich P.S. If you don't print this I'll write to Paul Picker (Bogey Picker) saying he's a cool dude.

- *YOUR LETTER IS PRINTED SO PLEASE DON'T WRITE TO PAUL. ACTUALLY HE PROBABLY IS A COOL DUDE, ALL SU LAD-DIES AND LASSES ARE. DON'T KNOCK CODEMASTERS - I LOVE 'EM. AND DON'T YOU TRY TO BLACKMAIL ME YOU LITTLE SCAMP, I'M NOT SENDING YOU A GAME, SO BAH HUMBUG. THANK YOU FOR STANDING UP FOR ME, I AM A NICE CHAP REALLY, YOU KNOW (no he's not he's a ruddy cretin - AL).*

WOW, WE REALLY WANTED TO KNOW THAT

Dear Spaz (Wayne), I think you are a big fat spotty **** Head. I am just writing to say that me and my friend have finished Commando and it is totally wicked. We got in first position on the scoreboard.

Joe Finer Hedo Hall P.S. Please tell Wayne to GET STUFFED

- *EVERYBODY SAYS: WAYNE - GET STUFFED!!*

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GAMES REVIEW!

GREGORY LOSES HIS CLOCK!



Whoever wrote *Gregory Loses His Clock* (fnar!!) must have had a supper of pickled eggs, camembert cheese sandwiches, sprouts and salami the night before. It's definitely the product os a disturbed stomach, if not a disturbed imagination.

At first glance GLHC (weird title, but more accurately descriptive than say 'Extremely Strange Adventure') looks dire; I honestly thought it was one of these educational programs where little men with strangely shaped heads larn to count up to seven. In fact the star of the show IS a little man with a strange shaped head, but this is an arcade adventure not edsoft, thank you.

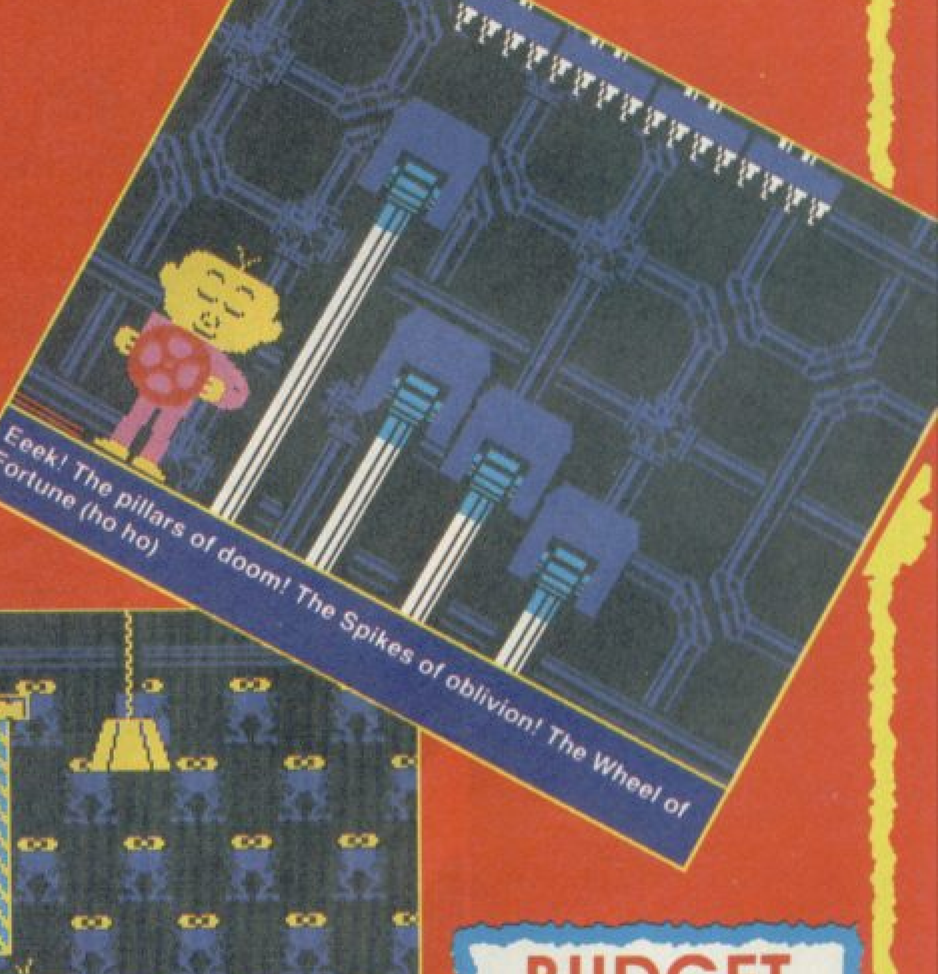
The crux, yes, the crux of the matter is that inoffesnive little Grogory is prone to nightmares which take on a disturbing reality. During one of them his alarm clock is stolen and hidden in five parts in dreamland; if he doesn't retrieve the parts, he won't wake up on time (or ever, we assume).

As you can see from the pix there may be nothing remarkable about the plot, but the graphics are most odd; there huge and chunky, which is why the whole do looks like a Mr Crazy Counts to Ten program. The fact remains that using the keyboard or joystick you can interact with the backgrounds to pick up objects, put them in your pocket, and use them to negotiate the obstacles in your path.

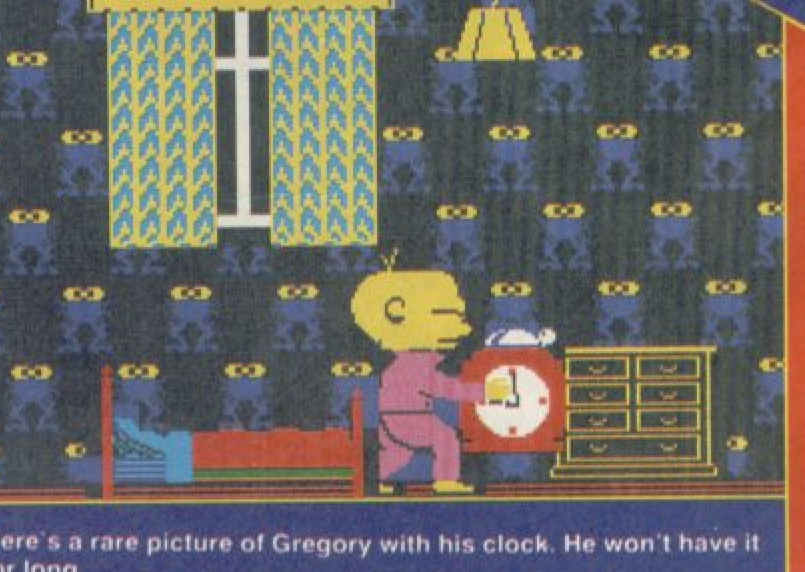
Typical challenges include the Horrible Rising and Falling Pillars of Doom, which you have to walk across without being mashed to a pancake against the roof; the Fountains of Nastiness which bar you from entering various doors, and which can only be switched off by finding the correct waterwheels; and the Crazy Flying Sparks from Hell, which you can fight off using a popgun.

In later stages, finding a jumping bean allows you to jump over dangers, but it's hard to judge how extensive the game is because I find it a bit hard to play; if anything it's too easy, the solutions too obvious, so you don't tend to see them immediately. Perhaps it's really aimed at younger players.

Though there are some nice touches such as selectable messages giving you clues and showing the time remaining, there aren't any really snazzy graphics or sound effects. You might enjoy GLHC, or it might give you indigestion.



Eeek! The pillars of doom! The Spikes of oblivion! The Wheel of Fortune (ho ho)



Here's a rare picture of Gregory with his clock. He won't have it for long.



BUDGET FAX BOX

GRAPHICS	PLAYABILITY
50	30

Label: **Mastertronic**
Author: **Don Priestley**
Price: **£2.99** Memory: **48K/128K** Joystick: **various**

Strange arcade adventure which scores for novelty value

OVERALL: 60

C&VG AND U.S.

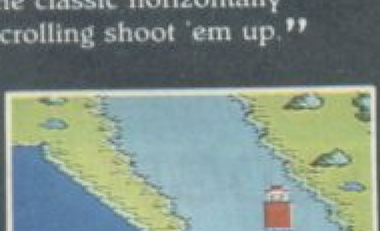
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GAMES REVIEW!

DOUBLE DRAGON II

What complete drivel! That was the cry that went up for Double Dragon the first time it somersaulted onto the streets over a year ago and landed flat on its face (although it still seemed to sell a lot of copies.) Well the boys are back in town and they're meaner than a gorilla with a tree wedged up his bottom (sideways!!) There can be few people who haven't played the arcade and even less who have not seen it or at least heard of it. But, for the benefit of the three of you who have just arrived on the planet - that's you Zob, Xanack and Borlock, here's the lowdown....

Billy and Jimmy our two heros are back on the streets but so are the Black Warriors, the band of weapon totin' meanies that kidnapped Billy Lee's girlfriend Marian, in DD 1. Their leader, the gun totin' Willy, is particularly mean and in a very bad mood as he's been recently raised from the dead and it's given him a murderous hangover which has sharpened his need for revenge.

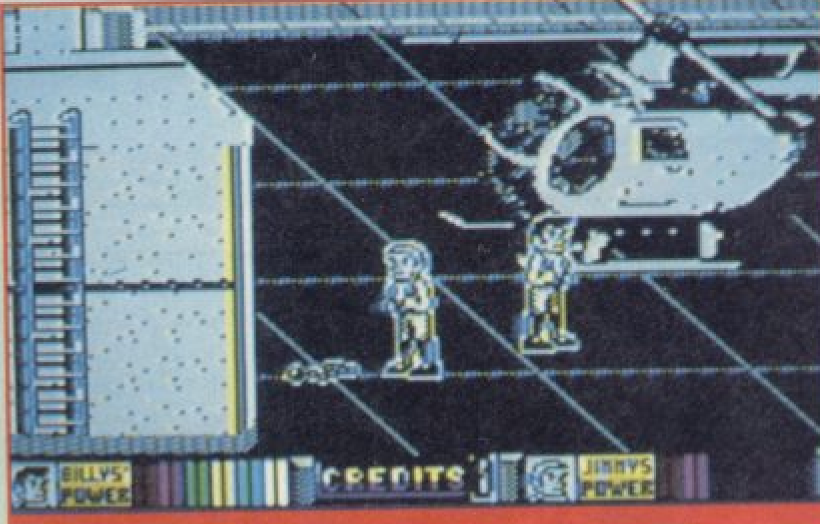
So he's kidnapped Marrion again and taken her to his secret base - but this time he's murdered her and entombed her remains in a magic field. Talk about nasty!

Our two, Shinto twin brothers must kick, punch, and gouge their way to Marion to release her and, using their Shinto powers, pump up the volume on her body so they can all leap into a space time continuum and live a happy and rewarding Shinto life.

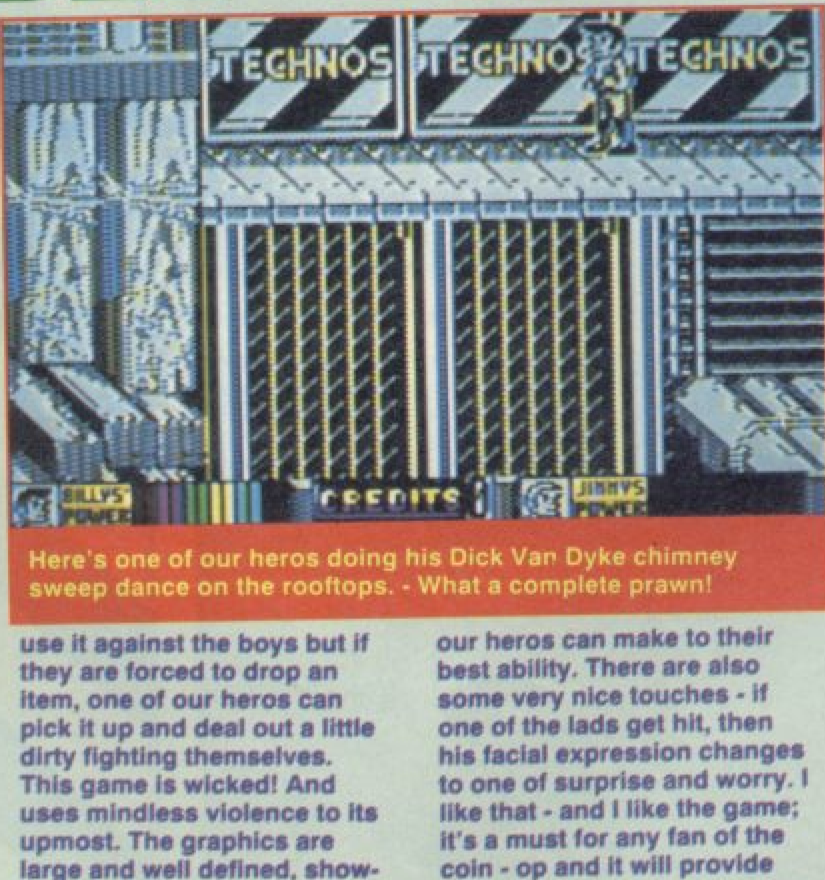
The game is either a one or two player game, with control being selected from the menu. A lone player can have two brothers under control from just one joystick, but this makes things quite tricky.

As they make their way towards Willies hideout, members of the gang will try to stop them in their tracks using whatever means they have at their disposal. Spades, daggers, whips, grenades, bike chains, you name it and they'll use it against the boys but if they are forced to drop an item, one of our heros can pick it up and deal out a little dirty fighting themselves.

This game is wicked! And uses mindless violence to its upmost. The graphics are large and well defined, showing all the possible moves that our heros can make to their best ability. There are also some very nice touches - if one of the lads get hit, then his facial expression changes to one of surprise and worry. I like that - and I like the game; it's a must for any fan of the coin - op and it will provide more than adequate consolation for anyone who bought the first Double Dragon. Rad!

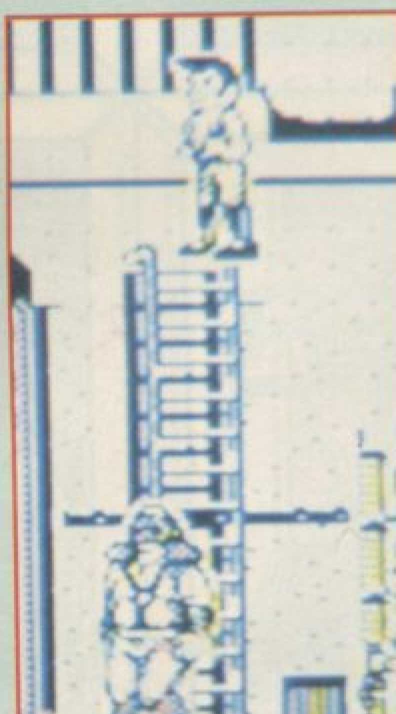


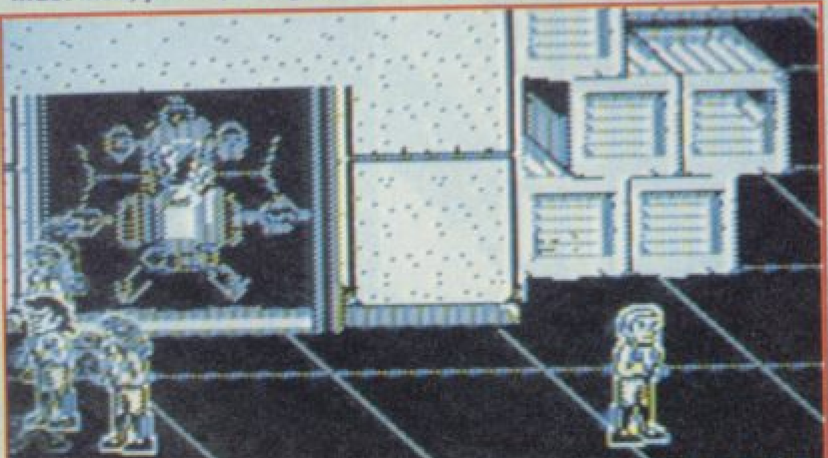
The chain's useful against some of the large stone outhouses you may encounter. Stand to the left and press fire.



Here's one of our heros doing his Dick Van Dyke chimney sweep dance on the rooftops. - What a complete prawn!

JIM SEZ: 69%
"It's alright, but haven't we all seen it a million times before - mind you, it's a damn sight better than Double Dragon I!"





Oo-er just look at those nasty, full breasted women of the Black Warrior gang - they've certainly got him against the wall.

ARCADE REVIEW

FAX BOX

The team beat 'em up that knocks all the rest into the middle of next week.

DOUBLE DRAGON II Label: Virgin Mastertronic Author: In House Price: 8.95 Memory: 48/128/+3 Joystick: Various

Reviewer: Keith Sumpter

GRAPHICS	SOUND
85	74
90	89
PLAYABILITY	LAST ABILITY

OVERALL 87

10 20 30 40 50 60 70 80 90

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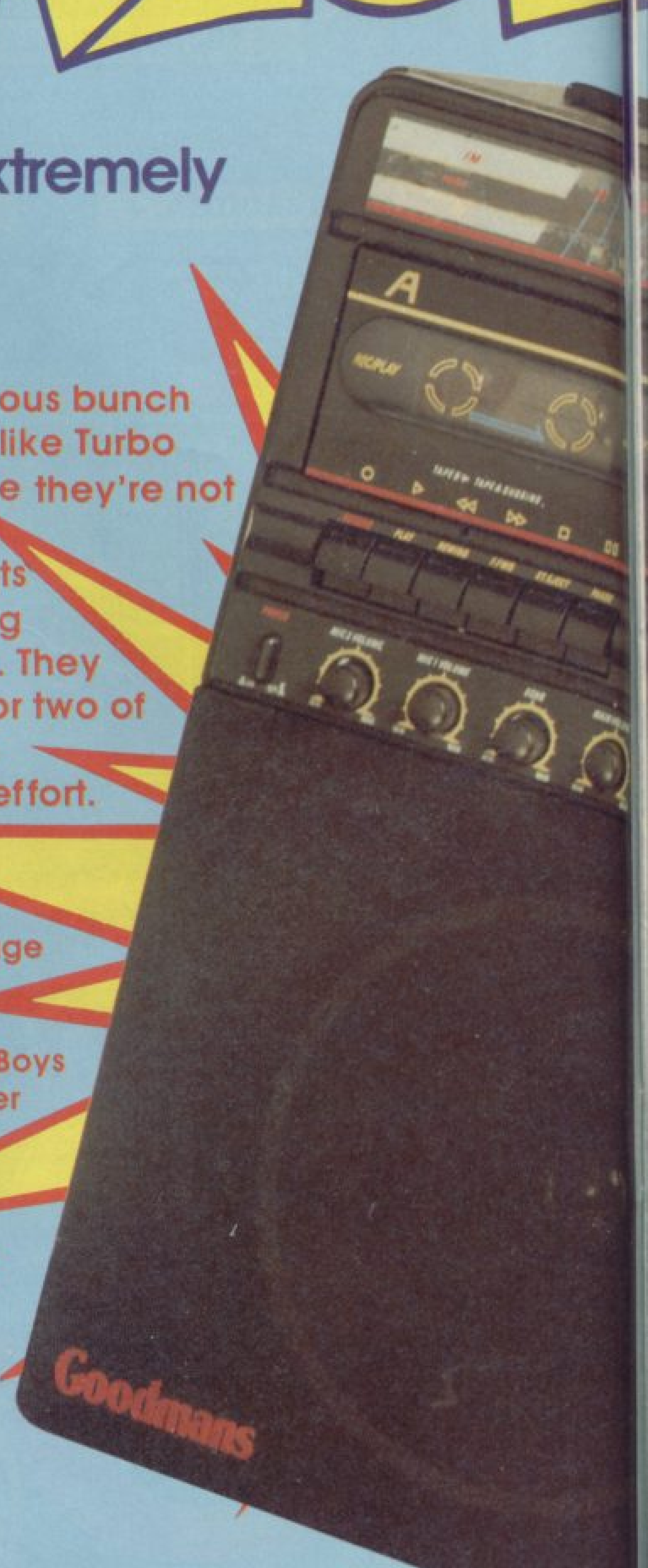
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Here's your chance to make yourself look a right berk (or extremely cool) with a topping Karaoke machine from US Gold.



Those Japanese chappies, they're an ingenious bunch aren't they, inventing totally whizzo games like Turbo Outrun for the likes of you to play? And while they're not inventing fabbo games for the speccy, what do you think they're up to? They're drinking pints of Um Bongo down the local boozer and singing their heads off around the Karaoke machine. They like nothing better than to belt out a chorus or two of 'I'm a Rhinestone Cowboy' while their mates fall around the floor giggling at their pathetic effort.

What in blue blazes is a Karaoke machine when it's at home then you may be wondering? We'll tell you shall we? A Karoake machine is like a huge twin tape recorder with a microphone attached to it. You play some music on one of the tapes, then grab the mic and sing along to it in your best London Boys voice then tape the whole disastrous thing on the other tape. Brill eh?

In actual fact, Michael Palin recently made a complete donkey's bottom of himself accompanying the Karaoke on his series 'Around the World in 80 days' when he visited Japan and did a 'smashing' rendition of 'You are my Sunshine' on stage in a night club - pitiful stuff, we're sure you could do better than ol' Mikey boy.

GA SU!



US Gold have saved you the cost of a flight to Tokyo and the embarrassment of singing to a bar full of drunken Japanese laddos by bringing a mini Karaoke machine, in the shape of a A Goodmans Boogie Box, to you. So you'll be able to warble your little heart out in the privacy of your own bedroom (or the loo if you like, the acoustics will probably be much better in there) just by answering a few peasie questions.

Should you not win the Boogie Box you still copies of Turbo Outrun and a T-shirt which have a chance of winning one of 25 US Gold are offering as a runners up prize. Just send your answers (on a Postcard please) to 'HIIIIIYAA AAH, a karate chop for you and A Boogie Box for me', Sinclair User, 14 Holkham Road, Orton, Peterboro P62 OUF. Compo closes 31 January 1990.

1) What's the Japanese name for raw fish?

____

2) Which of the following coin-op manufacturers are not Japanese. Is it:

a)Sega b)SNK c)Zachariah

COUPON

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Age ______________

Address

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Post Code ______________

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SU CHARTS



FULL PRICE CHARTS COMMENT

After its sudden appearance at No.6, APB has wilted to No.11, so you've gone right off that. Not a very exciting Chart, it must be said, apart from a few newies in the shape of Strider, Altered Beast, Star Wars Trilogy and Tolkien Trilogy - we wonder how they'll get on - we won't hazard a guess, bound to get it wrong (again).



BUDGET 10

1	(1)	CRAZY CARS Ropey racing game reigns the chart	HIT SQUAD £2.99
2	(NEW)	INTERNATIONAL FOOTBALL Gosh, football, this is a new one on me	CULT £2.99
3	(NEW)	SOCCER 7 And so is this	CULT £2.99
4	(4)	BATMAN 3D Cor, Batman you don't 'alf get on my wick	HIT SQUAD £2.99
5	(2)	TREASURE ISLAND DIZZY He's an egg and we hate him	CODEMASTERS £2.99
6	(3)	ENDURO RACER Raced up the hill of the chart, stalled and slid back down	HIT SQUAD £2.99
7	(NEW)	NIGEL MANSELL'S GRAND PRIX Vroom a vroom vroom	ALTERNATIVE £2.99
8	(10)	TOP GUN Tom Cruise loves this one - I think	HIT SQUAD £2.99
9	(6)	MIG 29 Almost at the charts botty	CODEMASTERS £2.99
10	(re)	PAPERBOY This one definitely didn't manage to deliver	ENCORE £2.99



BUDGET CHARTS

So what's going on 'ere then? A couple of newies - Nige Mansell and Soccer 7, a couple of re-entries (fnar) - Paperboy and International Soccer, and the rest you've seen before. Our tip for the top has got to be Soccer 7.

SINCLAIR user

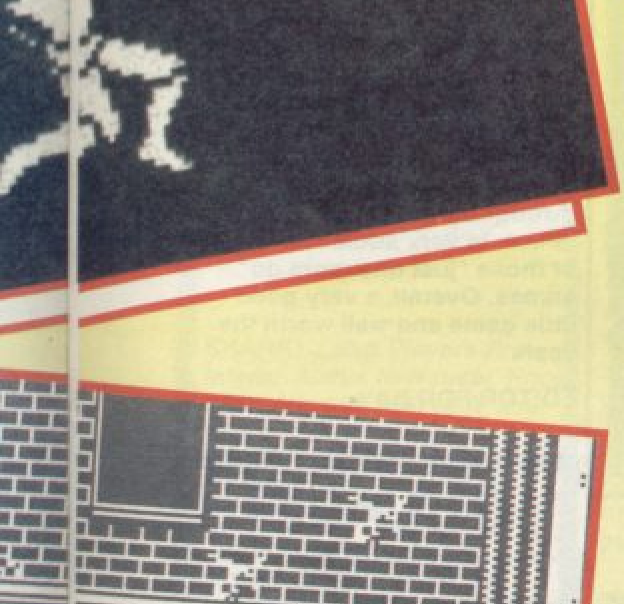
COMPILED FOR SINCLAIR USER BY GALLUP

1	EMLYN HUGHES SOCCER	A GENIC	SIMULATION
2	K. DALGLISH SOCCER	COGNITO	
3	TREBLE CHAMPIONS	CHALLENGE	
4	GUNSHIP	MICROPROSE	
5	FOOTBALL MANAGER 2	ADDICTIVE	



1	BATMAN - THE MOVIE	OCEAN	ARCADE
2	ROBOCOP	OCEAN	
3	SHINOBI	VIRGIN	
4	CRAZY CARS 2	TITUS	
5	INDIANA JONES	US GOLD	





FULL PRICE 20

1	(1)	BATMAN - THE MOVIE Holy predictability it's still at the top	OCEAN £9.99
2	(4)	ROBOCOP He's mad he's bad he's a bit of a lad	OCEAN £8.95
3	(18)	SHINOBI Fair roaring up the chart - bet it'll stop here	VIRGIN £9.99
4	(7)	CRAZY CARS 2 Oooh it's really crazy and it's got loadsa cars in it	TITUS £8.95
5	(3)	INDIANA JONES - LAST CRUSADE Dunda da da dunda da, dunda da da da dunda da	US GOLD £8.99
6	(11)	EMLYN HUGHES SOCCER Soccer it to me Emlyn	AUDIOGENIC £9.99
7	(5)	NEW ZEALAND STORY Cuddly kiwis ahoy	OCEAN £8.99
8	(NEW)	STRIDER Excellent battle of the planets style leap-about	US GOLD £9.99
9	(NEW)	ALTERED BEAST It's amaaaaazing - a top five hit for sure	ACTIVISION £9.99
10	(re)	KENNY DALGLISH SOCCER MANAGER Looks like your on ya way out Kenny, me lad	COGNITO £9.95
11	(6)	APB A Pretty Boring game hur hur!!	DOMARK £9.99
12	(2)	BATMAN - 88 Is it a bird, is it a plane - actually it's Batman you divvy	OCEAN £8.95
13	(9)	TREBLE CHAMPIONS We are the champions - all three of us	CHALLENGE £9.95
14	(NEW)	STAR WARS TRILOGY Not one, not two but three movie blockbusters!	DOMARK £9.99
15	(re)	MICROPROSE SOCCER Up and down like something that goes up and down a lot	MICROPROSE £14.95
16	(13)	DRAGON NINJA Cor, and he thought his luck was bad last month	OCEAN £8.95
17	(14)	VIGILANTE Last month he was 14... and this month he's not	US GOLD £8.99
18	(NEW)	TOLKIEN TRILOGY A definite goer for all you imsomniacs	BEAU JOLLY £12.99
19	(12)	DOUBLE DRAGON Fall off the chart - go on	MELBOURNE £9.99
20	(re)	FREDDY HARDEST Hardest? Freddy ruddy impossible more like	DINAMIC £9.95



GAMES REVIEW - THANATOS

There's one thing I can say about the game - and that is... it's original alright! It's not very often that you get to take a 2.8 litre dragon for a test drive.
Anyway, on with the game. To make Thanatos fly, press the left or right key to gain momentum and then press the up key as you announce the departure of Dragon Airways flight 747. As Thanatos leaves terra firma his little legs fold up into his body and he flaps his economical wings and soars off into the wild, blue yonder.
The game scrolls from left to right and Thanatos flys along and uses his firey breath weapon to frazzle any odd moron stupid enough to try to shoot arrows at him. He can also use his claws to scoop up the odd rock to drop on the men's heads below. He can even pick up a man and drop him to his death which is really nice. (Oh yea? Nice for whom? - Garth).
After being attacked by rocks and outraged by fortunate arrows, Thanatos lands at a castle where, after burning the doors down, a girl will climb onto his back who will thereafter, do all of Thanatos' fetching and carrying as he works his way to rescue the princess The controls were a little difficult to master but they're okay after a little practice.
Graphics in Thanatos are good. They're nice and big - the only problem being that once Thanatos starts moving quickly the scrolling gets a little jerky although colour clash is rare. Sound is not very good at all but the game really isn't all that bad.
EDITOR FOR A DAY.

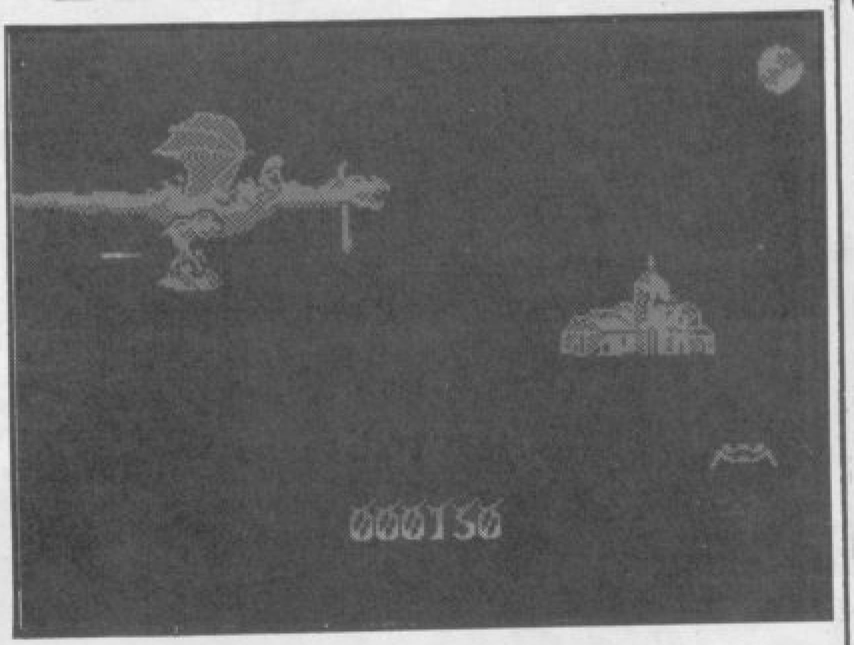
BUDGET FAX BOX

GRAPHICS	PLAYABILITY
75	70

It's good, but not that good.

THANATOS: Label ***Encore:*** *Author* ***Durell:*** *Price* ***2.99:***
Memory ***48K/+2/A***
Joystick ***Various***

OVERALL: 65



THANATOS GARTH
Thanatos was probably one of the first games on the Spectrum to have a character that was larger than one sprite big That was a couple of years back now and so it was probably due for re-release as a budget due to the success of Dragon Spirit.
Well Thanatos certainly hasn't dulled with age and is still a very nice piece of software thank you! Durell's old dragon has awoken and taken flight with the great graphics that made it sooo popular first time around. Unfortunately, the gameplay is now a little dated as we've moved on a wee bit from the up, down, and fire scenario onto the more complex type with option menus, shops, weapon choice and so on, but I think Thanatos is still worth a look at to see how good graphics were two years ago.

REVIEWER FOR A DOZE.

BUDGET FAX BOX

GRAPHICS	PLAYABILITY
89	76

Thanatos the Dragon isn't quite the hot stuff he was.

THANATOS:
Label ***Encore:***
Author ***Durell:*** *Price* ***2.99:***
Memory ***48K/+2/A***
Joystick ***Various***

OVERALL: 73

GARTH SUMPTER.

SHARK



Looks like Phones missed with the sting missiles. In *Shark*, keep your wits about you otherwise you could end up all wet.

EDI... be a REV...

You're small, mean, cute and deadly - you're *The Shark* .
The evil alien snake brothers have taken over the top secret underwater base Atlantic 5. You, as the shark have to find the alien snake brothers and recover Atlantic 5 from them. Your first level mission is to destroy the 3 reactor like doobries before entering the maze like lair of the sanke brothers on level 2. In level 3 you must find the dubious duo and make a pair of shoes out of them. (Actually, you only need to kill them.
The game is similar to *Cybernoid.* Flip screen, selectable weaponry and a familiar feel to the gameplay. The graphics are very good; nice detailed submarines and aliens all mov ing on a tight background. Sound is excellent with a bouncy tune playing throughout.
Shark is very addictive - one of those "just one more go" games. Overall, a very good little game and well worth the cash.

EDITOR FOR DAY

BUDGET FAX BOX

GRAPHICS	PLAYABILITY
81	89

Good graphics, good sound, good grief it's very good.

SHARK: *Label* ***Players Premiere:*** *Author* ***In House:***
Price ***2.99:*** *Memory*
48K/+2/A *Joystick* ***Various***

OVERALL: 85

CHARLES WOOD

What can I say? Charles has said it all. *Shark* is an okay game. The graphics are tight and the

NEWS FOR ... day...

story line, altough a little tenuous, gives just enoughplot to justify shooting anything that moves. It's a little slow for any of the mega death chappies out there but it might just be worth spending a few bob on. Control is a wee bit difficult with the joystick (in fact I couldn't get it to work with a +3) but the keyboard is straight forward enough for even the most arthritic arcadester.

BUDGET FAX BOX

GRAPHICS	PLAYABILITY
82	81

If you liked Cybernoid you'll still love it.

SHARK: *Label* Players Premiere: *Author* In House: *Price* 2.99: *Memory* 48K/+2/A *Joystick* Various

OVERALL: 78

GARTH SUMPTER

WAR MACHINE

War Machine is a really the complete Bore Machine. You'd expect the Players Premiere label to come up with something better than this crap but no.
As usual, you have been selected for a dangerous mission. You must rid an asteroid of a nasty alien queen and her swarming armies of nasty little breeders. To accomplish this you must collect the parts of a secret weapon in order to kill her whilst creating the maximum amount of destruction on the asteroid.
There's nothing new here, in fact I thought this type of genre of game was dead and buried but like the living dead this lives on.
The complex of the queen is large and you need to collect keys to get from one part to another. You get five lives with which to complete your long and boring task.
There are two weapons; a gun and a grenade and I didn't see any scoring on the game.
EDITOR FOR A DAY

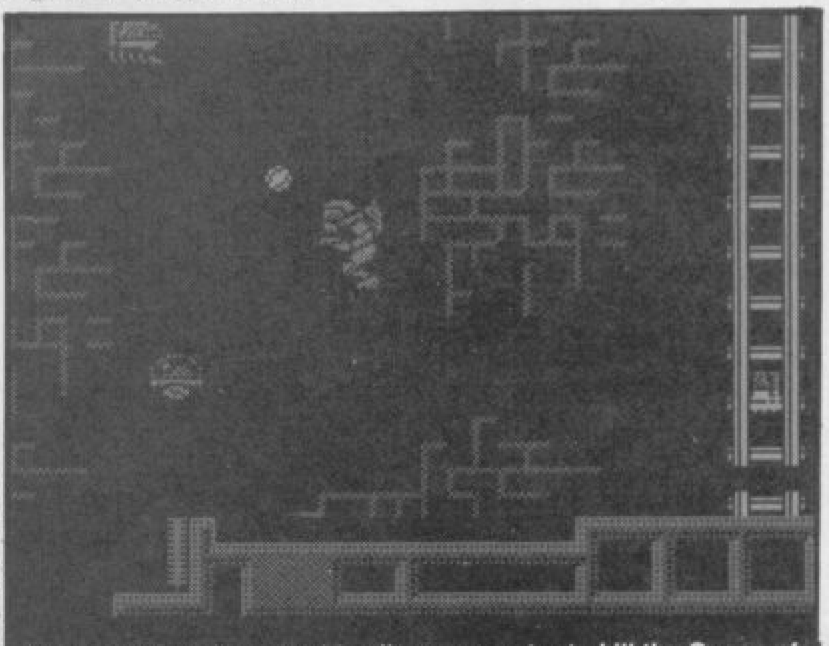
BUDGET FAX BOX

GRAPHICS	PLAYABILITY
79	80

It's crap. Run away from it on sight!
War Machine Label: **Players Premiere**
Joystick: **Kemston**
Price: **£2.99**

OVERALL: 35

ANDREW BUCHAN



Leap, sproing, zap. Yes it's all go as you try to kill the Queen of the asteroid and her swarming arny of 'orrible little breeders.

WAR MACHINE GARTH
Yet another platform 'leap, sproing, cavort whilst dishing out a bit of mega death' game. The plot is a little tenuous as Andrew points out and I think he's probably showing some of the dissatisfaction felt by punters when a game seems to have a scenario written vaguely around it once it's completed. War Machine isn't as bad as he makes out however as the graphics are crisp and the game does move nicely along. It is somewhat boring though as he says with not quite enough of the added bells, whistles and depth of gameplay that buyers now expect.

BUDGET FAX BOX

GRAPHICS	PLAYABILITY
81	83

Nice graphics but far too shallow in gameplay.
War Machine Label: **Players Premiere**
Joystick: **Kemston**
Price: **£2.99**

OVERALL: 61

GARTH SUMPTER

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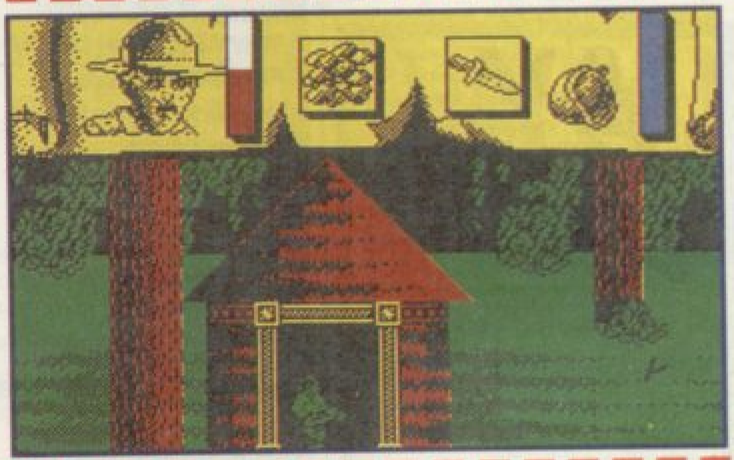
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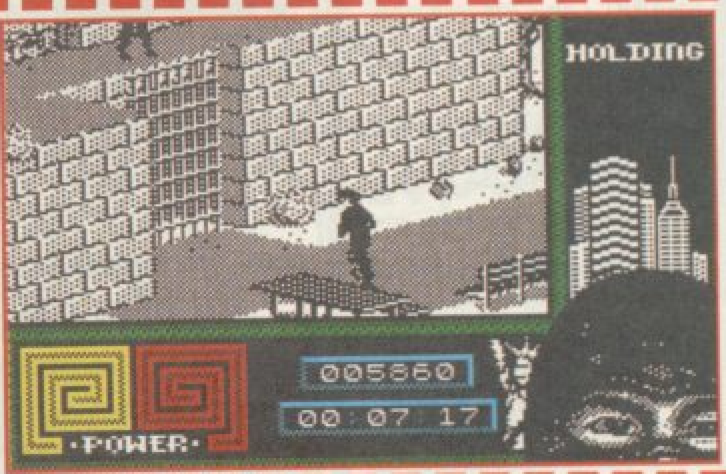
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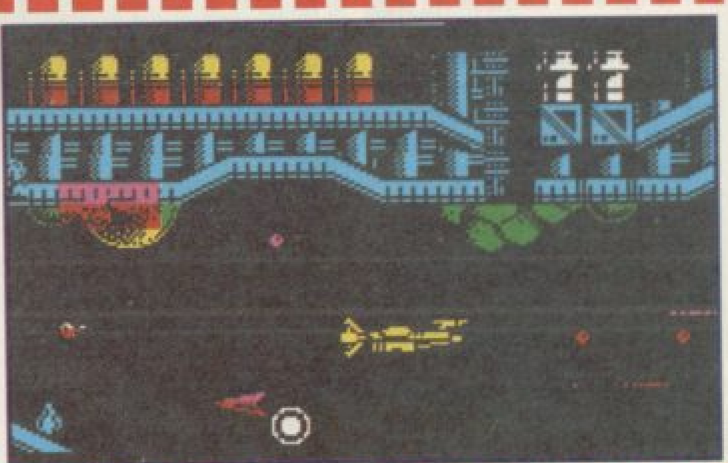
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GHOULS'N'GHOSTS
Arthur returns! The fearless knight is back in this stunning sequel to Ghosts 'n' Goblins (voted among the top 10 games of 1986). Three years have passed since the evil ones came to do their dirty work. Now they're back and they've captured Princess Hus, but our valiant knight Arthur is charging to the rescue against a formidable array of gruesome enemies and hairy hazards.
Atari ST, Amiga
Spectrum Cassette
Amstrad Cassette and Disk
CBM 64/128 Cassette and Disk
IAN NAYLOR
U.S. GOLD
CAPCOM
Screen shots from Atari ST version.
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GAMES REVIEW!

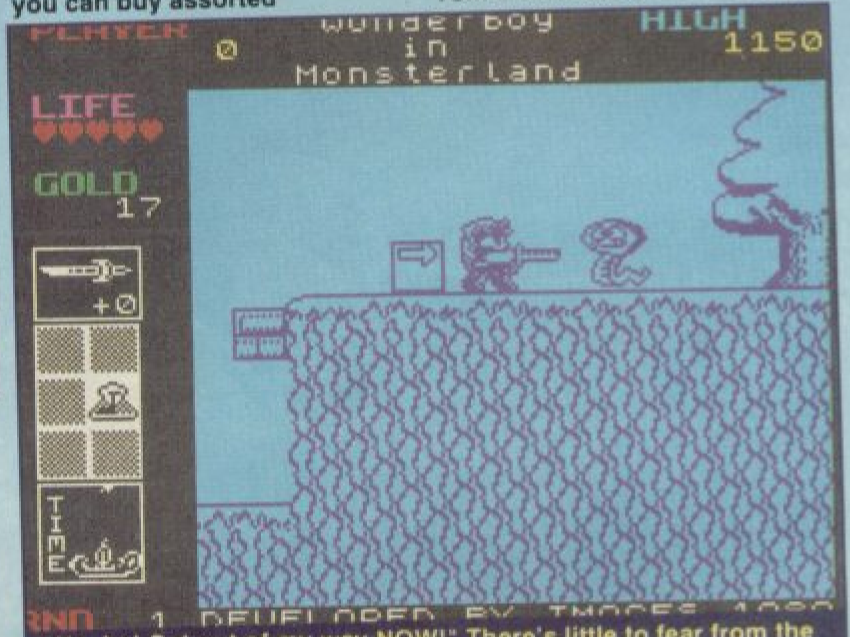
SUPER WO



This guy is a complete and utter potato head. Look, what he did to me poor mate Tom Tom. Just be careful which doors you enter.

He's back! And he's going to need to wear a pair of asbestos underpants 'cos he's up against it this time (oo-er). He must free the trouble ridden residents of Wonderland from the vile and tortuous attentions of the ferocious fire breathing and general all round fascist no good, MEKA dragon
It sounds like a tall order but our diminutive little hero Tom Tom the wonder boy, rises to the occasion with stunning bravado and guts a great conversion of the Sega coin op. Okay, enough of the blurb, what about the game? Well, the game play is brilliant; Tom Tom must work his way from screen to screen destroying the ever present nasties as he goes. He begins his quest with no shoes and no shield and no money. He does however, have the benefit of a large weapon (chorf) and little morals (shame!), 'cos when he knifes a nasty, they usually leave behind a present of either gold pieces or bonus points. And what does our super goody little megastar do? He robs the bodies faster than you can say "You grave robbin' little bleeder". Occasionally mystery prizes will be left behind which can be anything - even some of the more useful items (and more about them later). Your gold total is shown on the left of the screen and filling Tom Tom's pockets is a crucial part of the game.

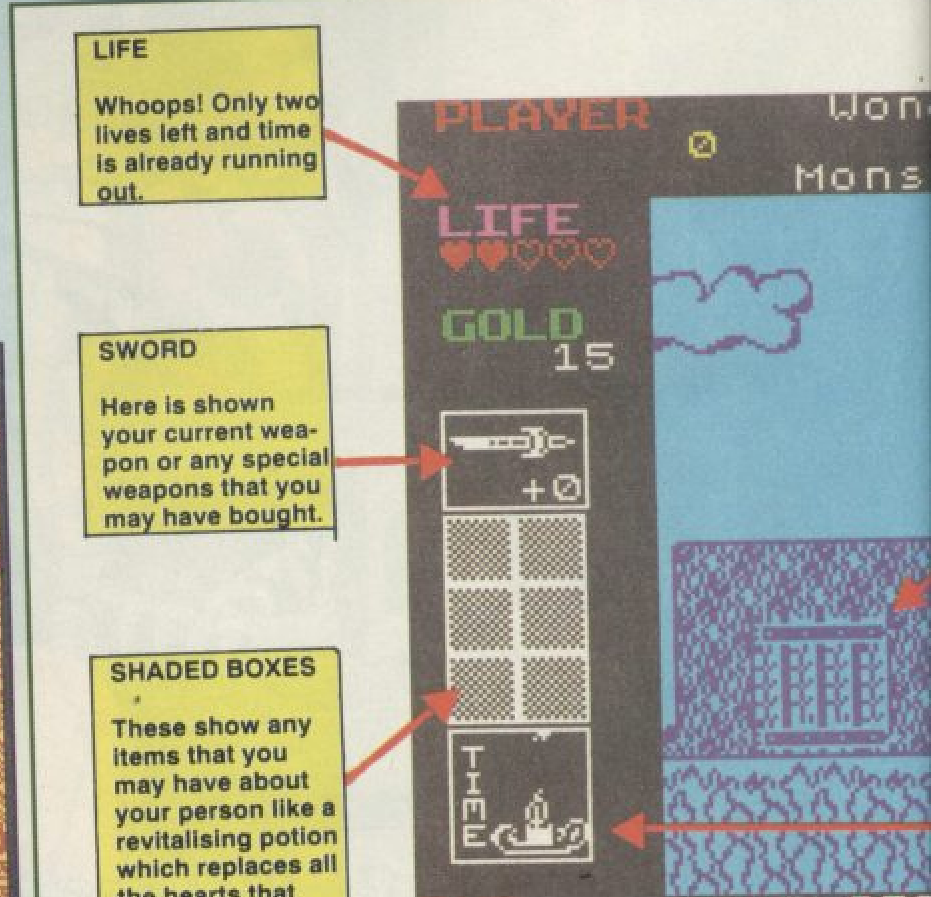
Play is a left, right, sproing affair with the fire button being used to add a little wellie to the proceedings. The space bar is used to open the variety of doors that can be found along the way and this is where the game gets its major plus points from. Open a door and lo, there's a shop where you can buy assorted goodies, a bar for a little chattlet, or... a dirty great sword wielding, death spitting baddie. If you have the moronic misfortune to pick the latter and are lucky enough to come out of it alive, oodles of dosh is left behind all of which can be used in the shops and taverns to strengthen Tom Tom's chances of coming out



"Ha ha! Get out of my way NOW!" There's little to fear from the snakes as long as you keep cool head



Oh where's he gone? This screen isn't any great work of clarity, the game's still there underneath it all and stugling to get out.

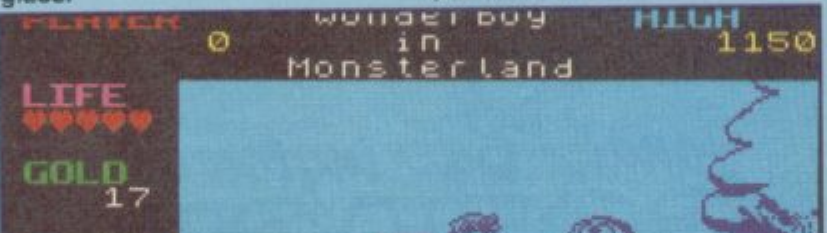


NDERBOY

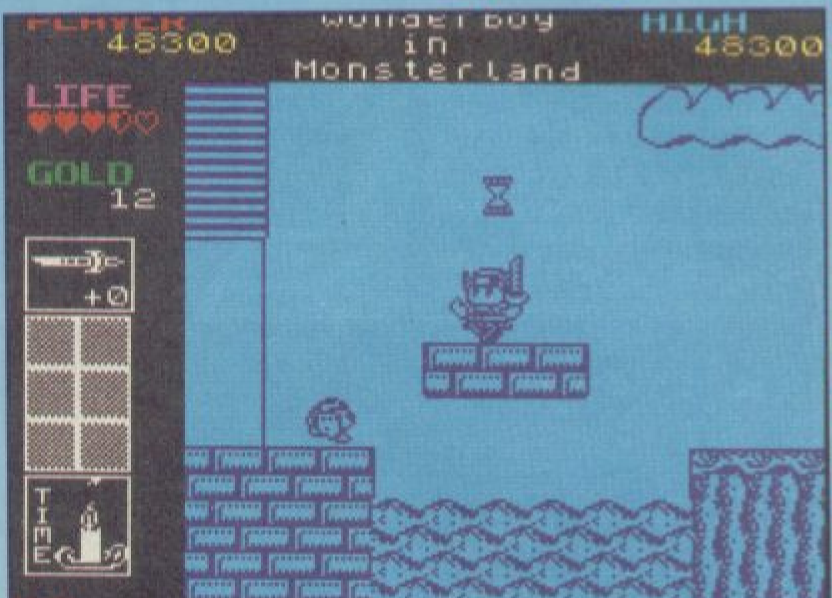
GAMES REVIEW!

of it all alive.
There are five hearts which show Tom Tom's current health which slowly chip away with each bash by a nasty. There's also a Rip Van Winkle candle which burns slowly down until it gently splutters out - you can replenish them however by finding an hourglass.

Any special items that you find or buy (like bombs or whirlwinds are shown as an icon in the items box and better weapons with a greater bashing value are shown in terms of +1, +2 in the weapons box.
The graphics are very good - fat and colourful they are nicely defined and well animated.



Here's a house, here's a door. With windows one, two er actually there are now windows at all but a very helpful chap lives there.



"Run away, run away!" Nothing can get me up here - or can it? Spears do a lot of damage and are best avoided.

They don't work quite as well against more complicated backdrops but we can forgive these small criticisms because the overall feel of the game is great.

SHOPS
Here you can buy cloth or leather boots, light or heavy shields which all increase your resistance to damage: bombs or whirlwinds to use as special weapons - absolutely essential if you want to get past of the bigger nasties on later levels and even healing potions which will completely cure you of any damage and bring all five of your hearts back.
PUBS
Here you get to hear all the latest gossip - which includes some essential information on the location of keys, monsters and shops.





DOOR

Move up to the door and press the spacebar to enter but make sure that you really want to go in first as there's no turning back.

SIGN ARROW

Here there be dragons! Signs like this help Tom Tom to stay on the right track

CANDLE

Once this gets to the bottom of its wick (pardon?), you looose yet another life unless you can find an hourgalss to replenish it.

ARCADE REVIEW

FAX BOX

The stuff that dreams are made out of. Brilliant!

GRAPHICS	SOUND
81	78
92	90
PLAYABILITY	LAST ABILITY

SUPER WONDER BOY
*Label: **Activision** Development: **Images** Price: **9.99***
*Memory: **48/128K** Joystick: **Various***
Reviewer: Garth Sumpter

OVERALL **90**

10 20 30 40 50 60 70 80 90

GAMES REVIEW!

Let's do the TIMEWARP

Yes! We're going back in time to take a look at some games of yesteryear. Why? Because they've all been re-released for £3 each and they're in your shops now!



FIST II

This one must go down as one of the greatest computer game disappointments of the decade. If you remember the enormous impact made by Way of the Exploding Fist, a) you're as ancient as I am, and b) you'll probably remember the thrill generated by the first ever martial arts game on a home computer. For the first time, instead of shooting alien opponents, you could punch, kick, knee and chop your enemy into an insensible mass. It was great.

Some time later *Fist 2* appeared, and what a massive disappointment it was. For some reason the graphics and animation seem to have degenerated; even worse, although the fighting element was still there, the main thrust, oo-er, was a sort of arcade adventure scenario in which you spent most of your time running around the flip-scrolling landscape looking for something to fight. Peasants, warriors, ninjas, shoguns, assassins and panthers (like, big cat type panthers) try to beat you to a pulp along the way, and after ten minutes of boredom you'll be quite happy to let them.

Theoretically *Fist 2* should have been smashing, with the martial arts elements added to the arcade adventure theme. But the backgrounds aren't up to much, the playing area doesn't seem particularly large, and elements such as poisonous gas, and the ability to restore your energy by meditating in a temple, just serve to slow things down.
Give it a miss.

BUDGET FAX BOX

GRAPHICS	PLAYABILITY
58	43

Fist II
Label: **Mastertronic**
Price: **£2.99**
Very disappointing sequel to the classic Exploding Fist.

OVERALL: 45

Jonah Barrington's SQUASH

Whatever happened to Jonah Barrington? I'm told that he's now running a squash farm in Kidderminster, or something, his days of world-championship squashing glory now long gone. But when *Jonah Barrington's Squash* appeared in 1985, he was Mr Golden Boy British Sporting Champion of Everything (ie the only Brit to win anything in the whole universe) so the licence made a bit more sense, unlike squash itself which seems singularly pointless, consisting as you probably recall of two men taking turns to bounce a small hard ball off a wall in a fairly girly manner.

Oddly enough the game itself is quite good, due largely to the strangely life-like animation of the two players. You can play against a computer or flesh-and-blood opponent, there are several difficulty levels and all the rules of the game are supported (whatever they are). There's even a spot of sampled speech for a birrovalaff. Yeah, give this one a quick whack around the bedroom.

BUDGET FAX BOX

GRAPHICS	PLAYABILITY
58	82

Jonah Barrington's Squash
Label: **Mastertronic**
Price: **£2.99**
Looks lousy from the screenshots, but plays well - keep your balls in play

OVERALL: 79

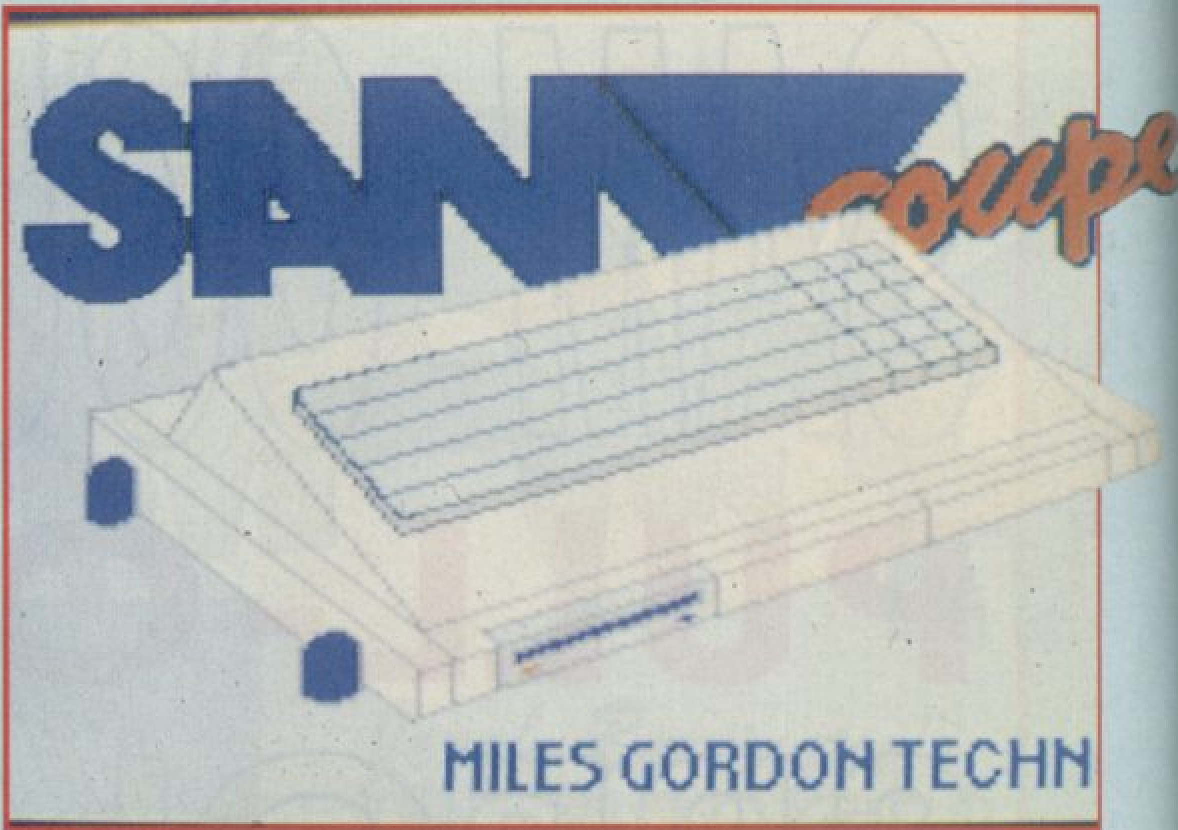


SAM COUPE PULL-OUT SPECIAL!

The SAM Coupe is probably the most important hardware development for the Speccy gamesplayer. It promises 16-bit quality graphics and sound, enough memory to keep anyone happy, utilities to assist in every field and, better than that, a whole new breed of games software! It will even run your existing Spectrum software.

Each month Sinclair User will be giving you exclusive news and info on everything new in the Coupe market. So if you've got a Coupe and want to know some background info, or you're keen to learn more, this month we've got all the facts you need.

There're all having "exciting times" down at Miles Gordon Technology right now. With interest in the Coupe mounting by the nanosecond and more orders flooding in than they can eat, it's difficult to keep anyone at MGT still for long enough to get any sense out of them - but we took the Sinclair User heavies along, pinned electronics wizz true tartan Scot, designer of the Coupe, Bruce Gordon to the wall, and got the low down on what's inside the box...amongst other things.



Q. Have you always been interested in Electronics?

A. More or less - although I didn't know it was Electronics at the time....I thought it was 'electricity'! I left school with 8 'O' levels then took an HNC in Electrical Engineering at night school - 3 nights per week - while I had a job as a Technician in an electronics laboratory in Glasgow. I remember valves!

Q. What was your favorite subject at school?

A. Errrr...that's a bit difficult. School was a long time ago, y'know! Sciences probably, Physics and Chemistry.

Q. Don't you need to be an ultra-boffin to get involved in computer design?

A. Formal qualifications aren't everything, a certain native flair for design is needed first. Generally a college education teaches you the language to work by - then experience teaches you how to design. Qualifications are certainly useful in showing an employer you know your stuff, 'though.

Q. Why did you want to design a new computer?

A. Alan Miles (Bruce's partner in MGT) asked me to after he left Sinclair Research. Up to then I used large computers - mainframes. The more I though about designing a home computer, the more excited I got about it.

Q. What's wrong with the Spectrum so you need a new computer?

A. There's nothing wrong with the Spectrum except it's seven years old! When you think of it being that old, you realise what a good machine it is! What we've done with the Coupe is do things the modern way. Take the Spectrum Magic and added on technology that's come along in the last seven years. It's the same price as the Spectrum was when it first came out - only we've upgraded the technology.



Q. Why called it the SAM Coupe?

A. SAM was the in-house name during the design stage - it does mean something, but I won't tell you what it is, as we might just run a competition to guess it! There are also some marketing problems it calling something SAM - SAM missiles for instance. It eventually called the Coupe because side on, it looks like the shape of a Fastback car - particularly when the designer drew a side view with wheels on the bottom!

Q. Tell me us about the inside.

A. There are 8 chips in all. Firstly a Z80 central processor - just like in the Spectrum - running at 6 MHz. Then there's a ROM chip containing, amongst other things, the Basic, 2 Memory chips (making 256K of memory - which can be easily up graded to 512K), an amazing Phillips sound chip (6 channel stereo sound plus two white noise channels), a Video chip and an Octocoupler chip on the MIDI port to isolate the SAM from the outside world. In this chip, electrical signals are transmitted via an infra-red beam, so there can be no electrical interference from any musical instrument you might plug into it.



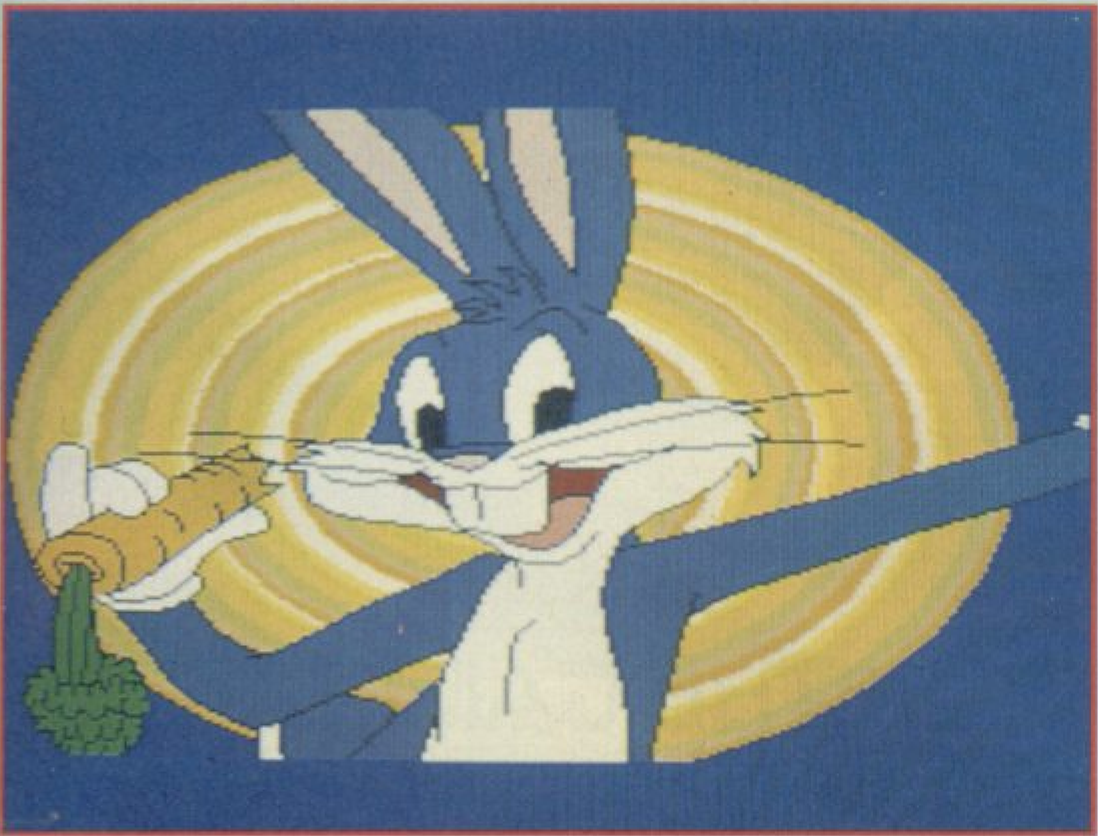
Finally there's the ASIC chip (designed by Bruce) that mops up all the usual support chips. This is a custom array of about 4,000 logic gates that handles all the housekeeping. It takes signals from the Z80 and feeds it out to peripheral chips, it handles the keyboard scanning, it does the memory management - important as the Z80 can only address 64K of the 256K at one time - refreshes the memory (each memory location must be reminded of what's in it, from time to time) and handles some of the video operations.

Q. What makes the SAM special?

A. That's not easy - I'd say it's because it's easy to use. The Basic is simple, there are four video modes - each ideal for a different application - games, art, word processing, a great sound chip, MIDI, a light pen, a light gun.....whatever you're interested in from a computer, there's something for you. It's the sort of machine I would go out and buy myself!

Q. How on Earth do you start designing a chip?

A. Everything in electronics is logical - digital logic. You work in small sections - then go round and round looking for the best solution to a problem. Lot's of people ask me how I do it -I don't



really know! It's like writing an essay. You might start with a rough outline - then before you know it, you have a page full of writing. You can tidy up the spelling and the grammar afterwards - but the whole process is rather mysterious.

Q. How long did it take?

A. We started re-looking at an old design around Dec 1988 - from the basics to a full prototype took about 6 months.

Q. Bet it didn't work first time...

A. There are several stages involved in designing a chip. First of all you design it on paper, then build it up on a bread-board with large components - it usually takes several attempts to get this working. Then the design goes to the people who are going to etch in onto silicon - they do a computer analysis of the circuit and found one fault. Finally they make up the chip and sent 10 samples. It was a big moment when we plugged the first one in. It didn't work. There was a short frantic time when we were trying to find out why - then I discovered I'd put it in upside down! They all worked after that!





Q. What screen modes has the Sam got?

A. There are 4 modes - firstly the Spectrum Emulation mode, then a mode for artists, with 16 colours per pixel per line - with the full 128 colours displayable on screen if you use interrupts. Then an 84 character display for applications like word processing, then finally a mode that only takes up 12K per screen, which should be particularly good for games, that's eight times the resolution of the Spectrum screen.

Q. How do you make the SAM run Spectrum software?

A. First we load a utility that changes Spectrum Basic to our Basic and allows us to load in Spectrum code. This makes us about 90% compatible. It's important for us to tap into an existing software base, otherwise you fall into the trap that nobody buys the machine because there's no software - and no-one writes the stuff because nobody's bought it!

Q. What's your favorite thing about the SAM?

A. It's simply a very nice machine to use. Nice keyboard, nice Basic, runs fast. Like when you test drive a car - they're all cars, but some feel nicer. It's a good machine to work with.

Q. What extra would you have put in if you could have?

A. You mean I left something out? Across the board, there's something for everyone! If anyone wants to produce an expansion board to cater for some specialist application we haven't thought of 'though, we can sell them a matching box to put the board in!

Q. Why create another 8 Bit computer when most new ones are 16 Bit?

A. Why not?! Seriously 'though, people buy computers for applications - if they run well on an 8 Bit, why buy a 16 Bit? If you're satisfied with the performance of your car, you don't ask about the engine! The trouble is that 16 Bit processors cost more all along the line, in memory, complex instructions and so on. The Z80 is the most advanced 8 Bit processor ever built y'know!

Q. Apart from the SAM what is your favourite computer?

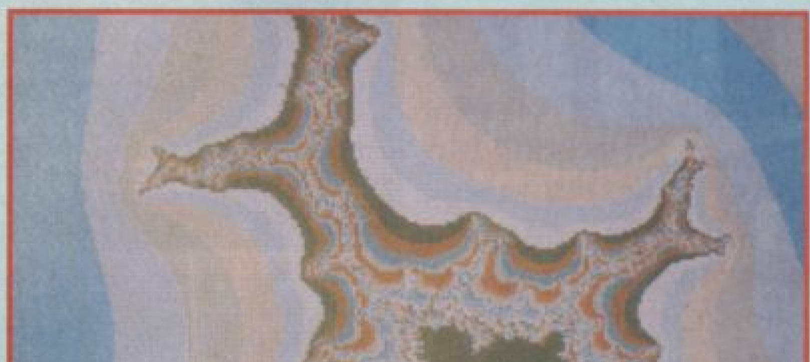
A. Difficult to say - but I think the Spectrum must be my favourite. I remember buying my first Spectrum. I turned it on and loaded in the demo tape - and was amazed! When I was using things the size of rooms - I was getting more fun of this small thing! Working with a mainframe can be a bit like driving a bus - after work you want to jump into a sports car! Mind you, I'd like to have a play with a Cray as well......

Q. Where will we be able to buy the SAM?

A. It's out now - it costs 169.95 - and we have over 200 independent dealers stocking it. Or you can get it from us mail order.

Q. Is it expandable?

A. Very. For a start if you already use a disc drive with MGT's existing Disciple or D+ interfaces, you can use it with the SAM - although you do need a little bus adaptor you can get from us for 19.95...which also gives you a printer port. The SAM specific drives slot neatly into the front. We've got ports for joysticks, a mouse, a light pen/gun, a DIN audio out, TV out, Scart composite video



out - and MIDI out of course. Next year we'll be selling an MGT badged monitor which will supply power to the SAM. At the moment we have an external power supply.

Q. How much will the software cost?

A. We've already had one developers conference and quite a few software houses expressed interest in producing games. They'll have to be sold at Spectrum prices 'though.

Q. Bo Jangeborg is writing an art package for you - when will it be ready?

A. It's ready now and will be bundled with the machine. It's the best art package I've every seen. It's nice as a designer when clever guys bring the features of the machine out.

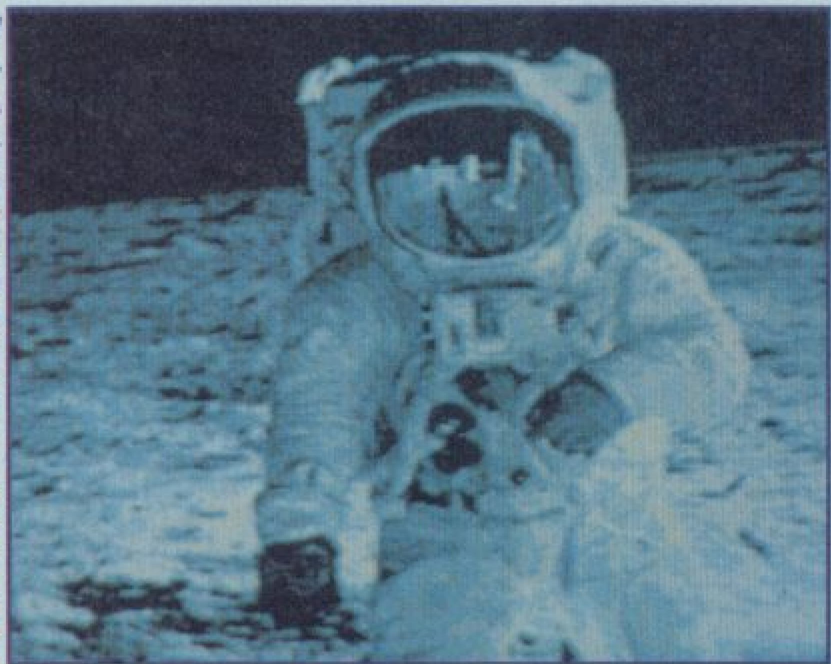
At that point, Bruce struggled free and immasculated our heavies with judicious use of a mouse and a 5lb power supply. We



BRING ON THE GAMES!

Who's doing what for the SAM

Okay. So you know that Miles Gordon have got a technical winner on their hands. You've read the information and you should have a pretty good idea that the Coupe could well be the answer to your gaming prayers.



This, of course, is all very well, but a fab machine just won't go anywhere without decent software support.

We've been talking to the major software boys and they all seem pretty keen. Of course, they're all hedging their bets and there's a lot of "Well, we see what happens" feeling, but we predict that by the Spring, you'll be seeing a pretty serious volume of SAM software on the shelves.

David Baxter, US Gold's Software Development Manager told SU "It's great to see a British manufacturer putting together a machine that could become an 8 bit Atari ST. With this in mind we intend to support the Coupe. Out first SAM game will be Strider".

US Gold confirmed that their SAM games would make full use of the new machines capabilities, rather than simply jazzing up an old version. With an industry heavyweight like USG backing the machine, surely everyone would be loopy not to follow.

SAM STRIDER

Strider on the Spectrum was simply superb. It's like a cross between Battle of the Planets and R-Type. Your mission is to charge through an enemy fortress, blasting away the defence mechanisms and evil robots, dodging lasers and flying mechanoid beasts.

With the improved graphics and sound capabilities of the Coupe, and the success of USG's development coders, we predict that the new version will be good enough to challenge the 16 bit versions.



AMIGA SCREENSHOT

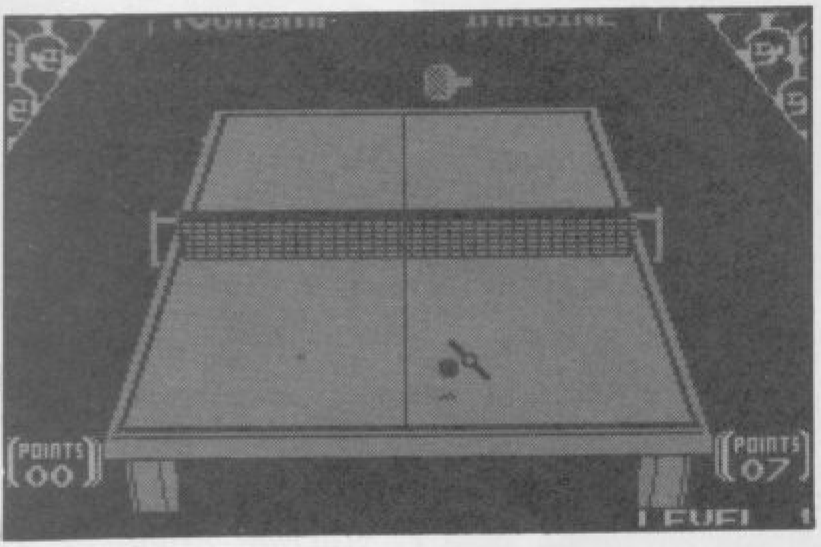


The SAM Graphics

FLASH is the art package that has been put together for the SAM by ace programmer Bo Jangeborg. We'll have a full review soon. In the mean time, marvel at the pixtures!



PING PONG



Ping! Pong! And other appropriate sound effects! The first of our six raves from the grave this month is Imagine's table-tennisy effort, which captures all the thrills and excitement of that fine game, ie not much your lordship.

No, no, let's be fair, this is about as good an implementation of P-P as you could expect; you view the table from your end, the bats float in a disembodied manner, and you have a fair degree of choice over your type of shot; backhand, smash, cut and drive.

The animation of the balls and the bats is fine, and the sound effects are very much what you'd imagine. The silliest aspect is the audience, all of whom look as if they have enormous triple-decker sandwiches in their mouths.

Once you've got the hang of serving it becomes pretty easy to beat the computer, but of course the game's much more fun playing with two. Check it out.

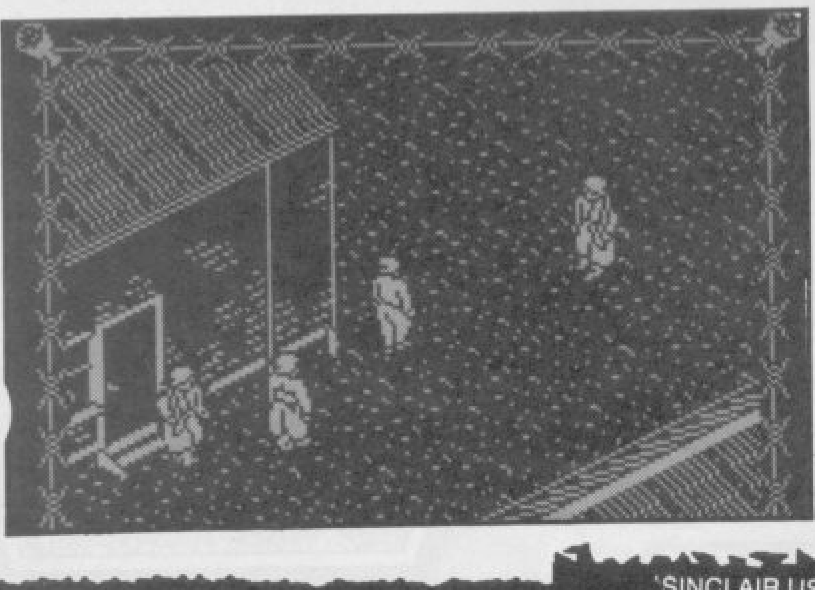
BUDGET FAX BOX

GRAPHICS		PLAYABILITY	
	58		60

Ping-Pong
Label: Hit Squad
Price: £2.99
Good stab at enlivening a basically dull sport

OVERALL: 59

THE GREAT ESCAPE



It wouldn't be Christmas if *The Great Escape* wasn't on the telly; Steve McQueen riding his motorbike over loads of Germans, David "Dickie Darling" Attenborough doing his "woo-err I'm bonkers" act, John Wayne shooting lots of Indians, (Wot? - JD). But anyway, this isn't *The Great Escape* the film, it's The Great Escape the game, and pretty great it is too (and escapist, for that matter).

Set in a WW2 prisoner-of-war camp, The Great Escape is one of those 3-D isometric monochrome thingies pioneered by Ultimate. This one is more realistic than your Alien 8s and Knightlores; the characters are properly in scale with the backgrounds of huts, fences and guard towers. The clever bit is that your hero will move around of his own accord, maintaining the camp routine (no, I don't mean dressing up as a woman) until you take control and make a break for freedom. Lots of objects to collect, tricks to figure out and perils to avoid - absorbing stuff. I think *The Great Escape* has been pretty extensively compilationed and freebied, but if you've missed it, don't miss out this time.

BUDGET FAX BOX

GRAPHICS		PLAYABILITY	
	89		90

The Great Escape
Label: Hit Squad
Price: £2.99
Show those bally Jerries a thing or two, chaps!

OVERALL: 89

CRYSTAL CASTLES

Crystal Castles. What a classic. What an epic. What a stinker. Yes! People used to get excited over this sort of thing! WHY??? All it consists of is a 3-D variant of Pacman, where the hero is a strangely paralysed fluffy bear, the objects to collect are gems and honeypots, the baddies consist of an assortment of marbles, trees, skeletons and bees, and moving platforms allow you to reach higher levels of the more complex castles. SOME PEOPLE - no names mentioned, - are quoted on the insert as calling *Crystal Castles* "beyond description". Indeed

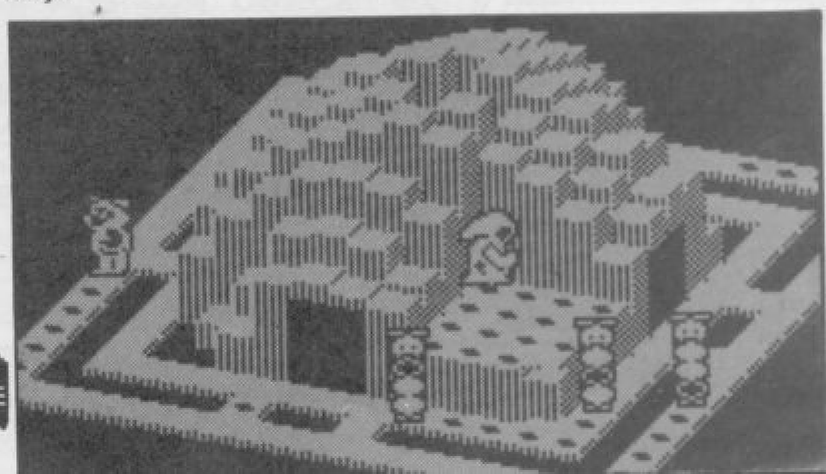
Crystal Castles is inevitably going to be bought by some fanatics, but I reckon it was a dodo even when it was first released three years ago. Show your maturity and pass it by.

BUDGET FAX BOX

GRAPHICS		PLAYABILITY	
	42		43

Crystal Castles
Label: Kixx
Price: £2.99
A pile of wombat pooh, whatever the pundits say

OVERALL: 42



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The Companions must move swiftly through this wartorn land, cautious of strangers but seeking compatriots and ever alert to the rapid advance of the Draconian forces. The courageous elves will finally fall, but there is one last chance to free the loyal slaves held in Pax Tharkas and join together to recover the long-lost sword Wrymslayer in what could be the vital rallying point in rekindling resistance to the plague of darkness sweeping over Krynn.

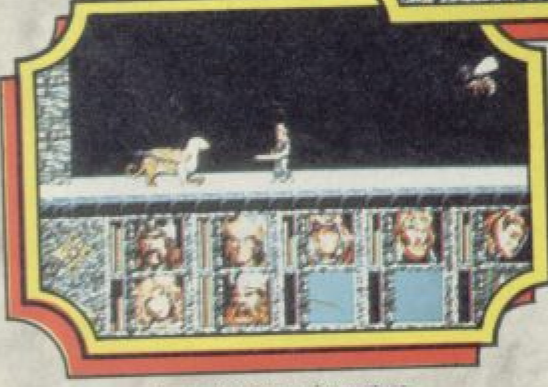
A DRAGONLANCE™ ACTION GAME





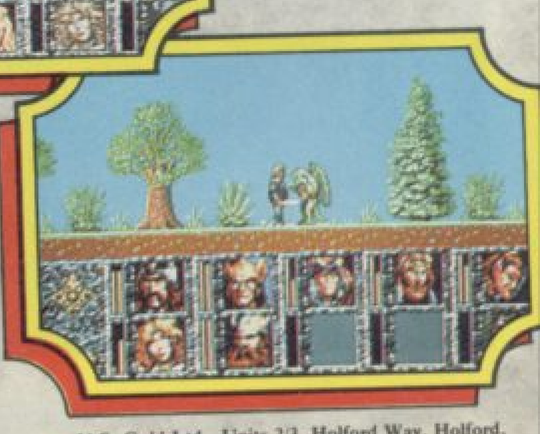
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Screen shots from various systems.

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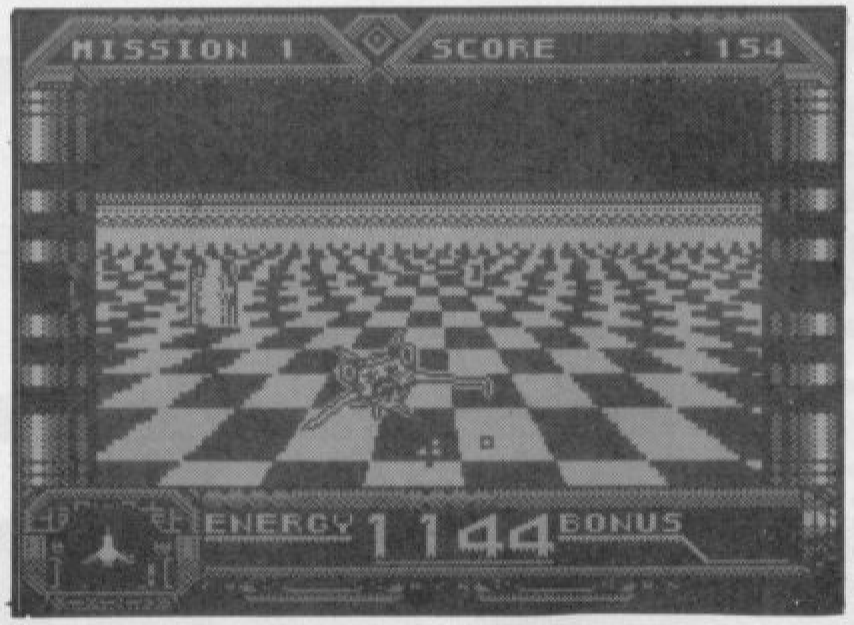
GAMES REVIEW

The good news? Well, the *Galaxy Force* coin-op is a top-notch space blast choc full of merciless aliens, spacecraft, three-dimensional action and excitement. The bad news is that the Spectrum version is dreadful.

While it's technically very clever, it's unfortunately virtually unplayable.

Power Drift, from the same stable, which we reviewed last month, faced similar challenges and obstacles and managed to overcome them.

The problem with any game of this type, is that coding large, three-dimensional ob-

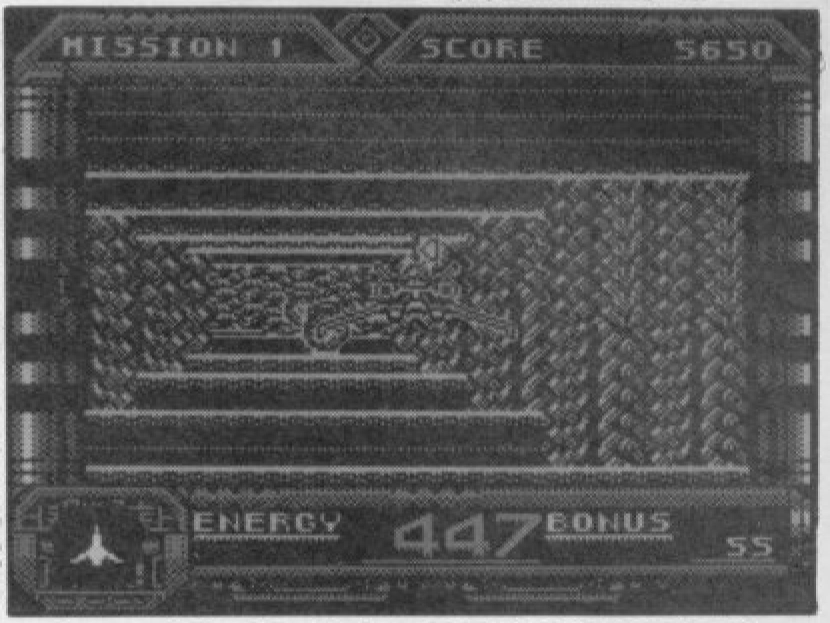


space quickly and accurately, but the basic and all-defeating truth is that you can't see any of it unless you squint like mad and turn the colour off.

The bad guys are big and highly detailed, but because of the problems explained earlier, this is no longer a virtue. They have unfair camouflage.

GALAXY FORCE

jects on the Spectrum is a very tricky business indeed, and once the programmer has managed to emulate a feature of the arcade game - let's take the scrolling ground for example - it's very difficult for them to opt not to include it. Often a more simple effect would have been clearer. Similarity to the original is paramount, and it often has a detrimental effect on the gameplay.

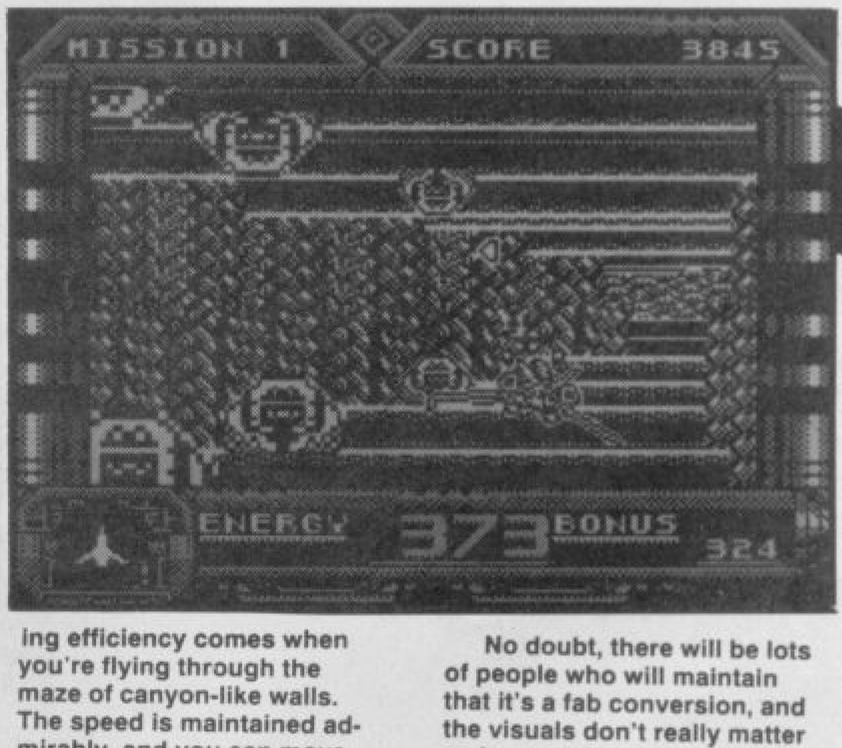


As a result, the 3-D objects in *Galaxy Force* are large, patterned and heavily detailed, as are the backgrounds. Put them together along with some colour and what do you get? A visual atrocity.

Since your mission is to shoot as many bad guys and enemy installations as possible, while flying down narrow canyons and through dangerous laser-riddled gateways, it seems downright exasperating that at the most tricky times, when there's most going on, you simply can't see where you are on the screen or what you're flying over.

As you fly through space, with your lasers continually (automatically) blasting, your computerized laser sighting equipment will highlight targets. Time to loose one of your homing missiles. Away it goes, taking out its target and leaving a plume of smoke in its wake.

As you bank left and right, climb up and dive down, the flawless perspective of the world around you shifts and stretched accordingly. The biggest test of the programming efficiency comes when you're flying through the maze of canyon-like walls. The speed is maintained admirably, and you can move around in your albeit tiny free



No doubt, there will be lots of people who will maintain that it's a fab conversion, and the visuals don't really matter so long as the gameplay is there.

ARCADE REVIEW

FAX BOX

Disappointina conversion of a mega hit.

GRAPHICS	SOUND
50	60
45	50
PLAYABILITY	LASTABILITY

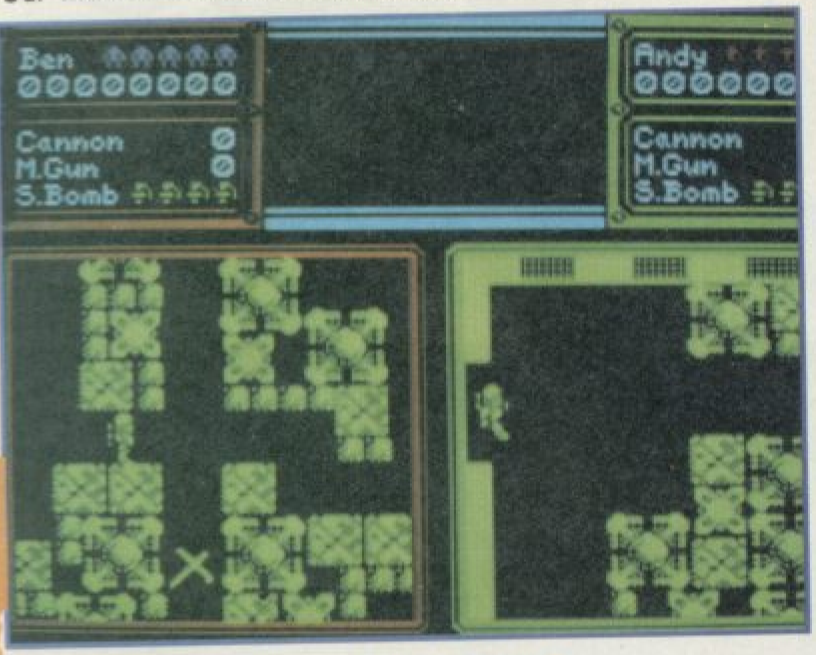
Label: **Activision** *Author:* **In-House** *Price:* **£8.95**
Memory: **48K/128K** *Joystick:* **Various**
Reviewer: Jim Douglas

OVERALL **50**

BLUE

In the last issue we brought you the exclusive preview of Crackdown, US Gold's latest and greatest coin -op. Now, let's take an in-depth look at the game as we crack open the program and delve into the sticky bits and technical wirey codey thingamabubs as we look at Crackdown - the Blueprint...

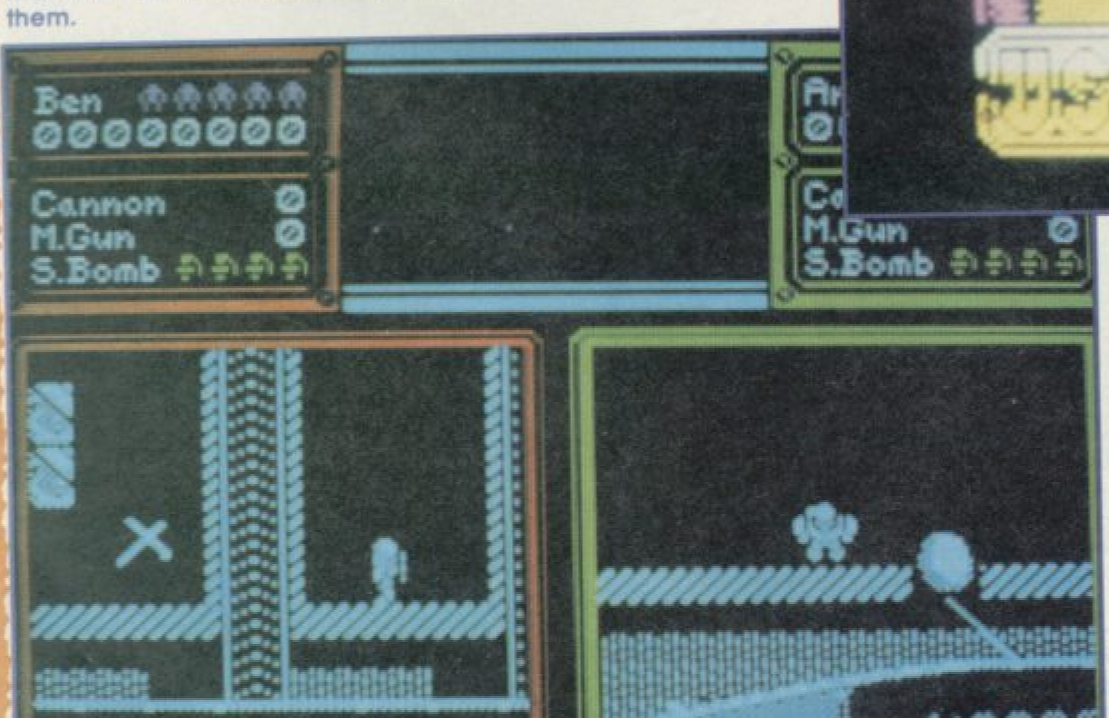
Crackdown is the story of the evil Dr K and his potty plans to take over the world as he amassed a veritable army of bulging muscled, mean dudes with slanted foreheads and a low line in conversation. They're Replicants and you must destroy them, but before you can do that, Arc Developments must put all the graphics and code together and just how do they do that? Our man Garth has all the questions...





Q: How were the graphics made?

All the graphics are produced on an ST or Amiga and then drawn by Paul onto an Amiga running D Paint III. This is then saved as MSDOS and then dumped down straight onto the Spectrum. Once the graphics are on the Spectrum I talk to the programmer to see how he's moving his sprites and then try to match the animated forms to the way in which he's moving them.



Q: Why do you use D Paint III

This utility is superb in that you can define various parameters before you begin to draw and so I can define the parameters of the Spectrum graphics before starting animation etc.

Q: What was the most difficult part of the graphics?

There were actually three difficult areas:
1) Drawing small men posed a problem as this meant this made it very difficult to make each of the two characters recognisable as Crackdown men. Also, there are about 45 different animation frames for each character and so you want to show this.
2) Characterising the bomb picture that comes up when you drop a bomb onto one of the "X marks the spot" locations.

PRINT



both the Spectrum and the Amstrad we had problems with running out of memory. So we decided to 'characterise' the picture instead of bitmapping it because it takes up less space. By characterising it, we break the picture up into blocks of characters which consist of 8x8 blocks of pixels and call up the 20 of them to build up the bomb picture.

3) On the loading screen we didn't want a black and white picture so, using D Paint II we had to find a quick way to mimic Spectrum attributes and draw the graphics on an Amiga using only 2 colours per 8x8 pixel block.

Q: How does the scrolling work?

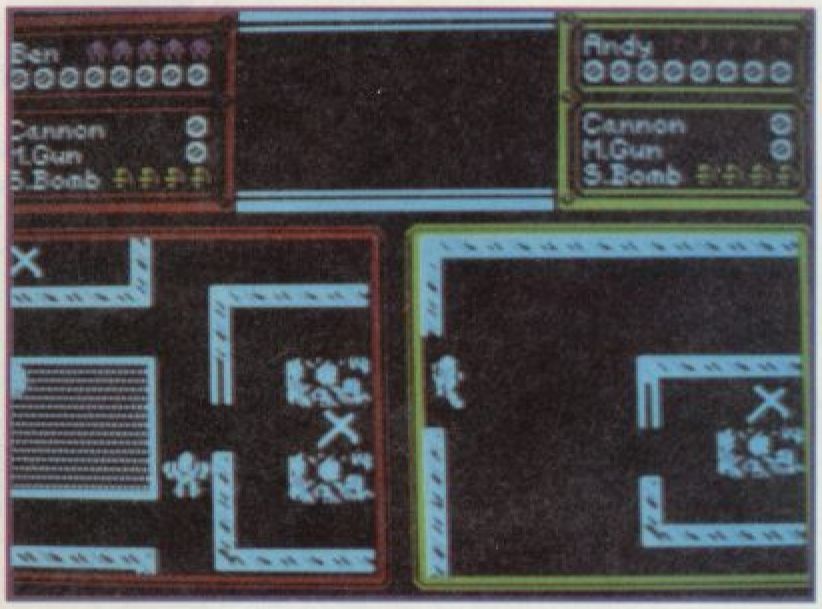
The scrolling is a 2 pixel boundary which means that movement is by 2 pixels width per frame which is a technique that we've developed over a long period of time and used on Forgotten Worlds and X Out.

Q: Why are there only two colours on the actual playing area?

We used the 2 pixel boundary because that gives smooth movement - unfortunately, if we used colour sprites they can only move at 8 pixel boundaries so the colour is constantly leaping to catch up with the main drawing giving the impress ion of jerky graphics. So, we don't use colour sprites at all.

Q: How does the animation work?

The animation on Crackdown is at 15 frames per second meaning that maximum movement for characters is 30 pixels per sec. This give a smooth scroll yet keeps the speed up. Because colour will only move at



Q: Are there any special touches that you've added to the animation?

We've actually just added a new technique to our repertoire for Crackdown. There are several conveyor belts and moving water in the game and we've used colour sprites to give the impression of movement. We're going to cycle colour sprites (ie 8 pixels per cycle) one after the other giving movement in much the same way as the L.E.D. moving message boards do by moving each vertical line of lights by one position with each cycle.

Q: Where there any special problems that you encountered and how did you overcome them?

Yea, the doors took 1K to move. There are opening doors which swing and sliding doors. Each time a door opens or closes the collision map has to be updated so that if a door's open a character can pass through it. Also, if a door opens onto a guard, the collision map must detect this because it means the end of the line for him.

FAX BOX:

SOUND:

Channels	3
Sound FX	21

GRAPHICS:

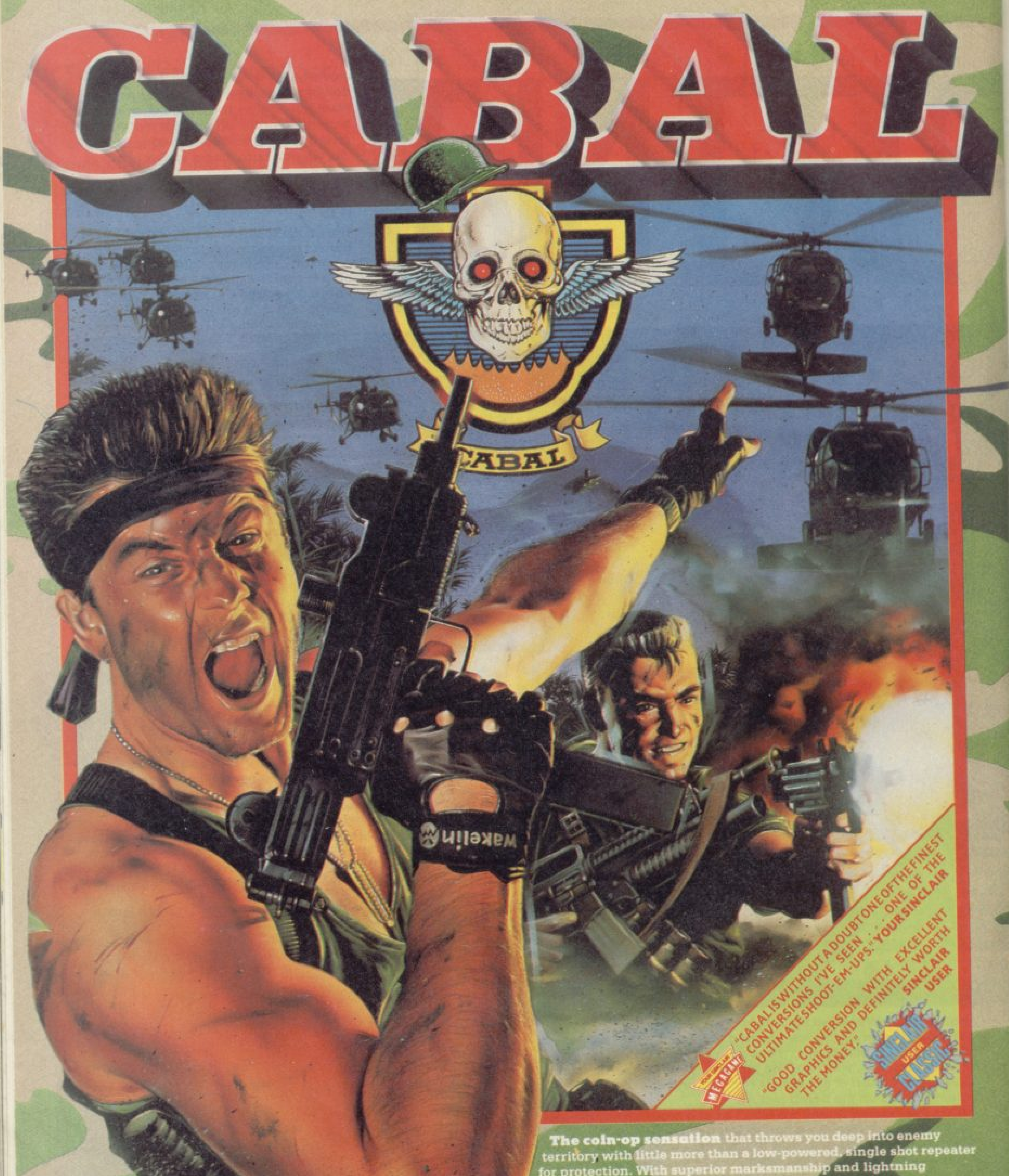
Animation	15 frames per sec
Frames	45 (approx)

SCROLLING

Real time 2 pixel scroll (where each movement of a map or character is over 2 pixels for each movement.

DEVELOPEMENT

The logical code was developed first on the Amstrad and thenported to the Spectrum where the machine specific code was then added. It took two weeks to port from the Amstrad and a further two-weeks to write the machine specific code for the Spectrum.



The coin-op sensation that throws you deep into enemy territory with little more than a low-powered, single shot repeater for protection. With superior marksmanship and lightning reactions you can increase the odds – in your favour. Capture enhanced weaponry, including grenades, and now you can really make your mark! ... that is, until you come face to face with the enemy gunships, tanks and submarines. Equip yourself for some stunning arcade action, load up and **FIRE!!!**

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GET YOURSELF FIGHTING FIT!

If you're smart enough to identify the old (and not so old) Virgin games, you could get yourself fighting fit on this special Ninja mountain bike!

Right then, let's get straight to the point. Take a gander at the screen shots below.....well go on then.....take your time, don't rush things. Do you think you know the name of each of the games? I ruddy well hope so, 'cos if you don't you won't win a prize.

And what is the prize? It's a bloomin' bike innit. And not any old bone shaker that we've just dragged off the nearest municipal dump. We've been given a shiny new mountain turbo nutter monst' on two wheels by those yummy little chaps at Virgin (that should give you a clue) because they feel SU readers deserve it. So if your Mum and Dad were too scroogey to buy you a trike for chrimbo, here's your second chance.



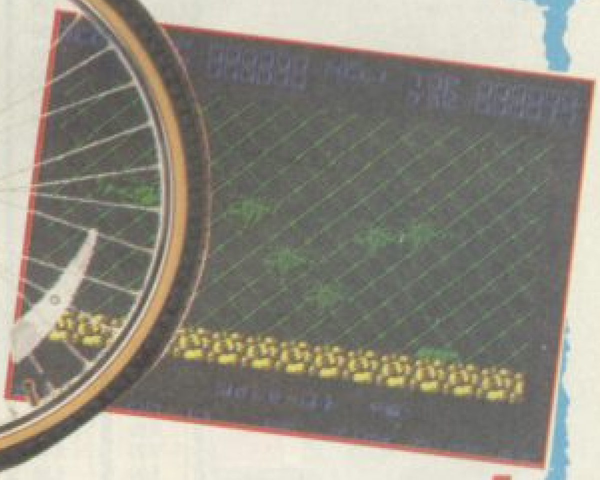
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Gazza's
SUPER
SOCCER
Paul Gascoigne
EMPIRE
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Name Barnes
Team Liverpool
Hair Type Short
Hair Colour Black
Complexion Dark
Superb fast action gameplay featuring real teams from the Football Leagues.
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Each player in the team has his own characteristics- skill level, speed and style of play. The skill level of your team can be improved through playing well.
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Full control of corners, free kicks and goal kicks.
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It's that Festive time of year again when ones thought's dwell on higher things - like goodwill to all men. Matters spiritual predominate - as we acknowledge that this existence is complex multi-dimensional web of moral and philosophical contradictions, yet is still the only place to get a good hamburger. We brood over the Universal Truth - that Op Wolf is never going to slip into your stocking.



X-MULTIPLY IREM

We just found out, the other day, that IREM stands for Innovations In Recreational Electronic Media. Oooer. Then why do they keep producing horizontally scrolling shooters then, you might feel justified asking yourself. Hmmmm, good



question - thing is, they do it extraordinarily well.

The last one to come from them was the excellently playable *Dragon Spirit* - a title that had more than a few bashing away at the fire buttons. One of the nice things about this game was the way that your Dragon's segmented body moved in relation to your movements of the head.

If you remember, you could use the tail was an extra weapon, if you manoeuvred it right.

Well, IREM's latest has more than a touch of this feature - exactly twice as much come to think of it. Called *X-Multiply*, it, again, is a horizontal scroller with an improbable scenario, based inside someones body. This lets the IREM graphic artists really go to town in some cases!

There are moving and static nasties and power-ups that do various things to your fire power, the first of which gives you two tentacle-like arms that protrude top and bottom from your ship.

Far from being static, they move in relation to your own movements - indeed it's possible (sometimes necessary) to move so that they're joined together in front of you to give extra firepower. This might sound like a recipe for extreme ordinariness, but far from it, *X-Multiply* has that one thing that so many other game lack - playability. The difficulty has been judged to perfection - giving the competent player a challenge from the start, yet so well balanced that there's usually that nagging doubt when the final life has been lost, that with just one more go, a little more progress could be made.

A real gamesplayers game, *X-Multiply* is unlikely to disappoint the most ardent of arcade fans - unless originality is your main criteria.

FAXBOX

Good follow-up to Dragon Spirit - IREM score another hit with this addictive and playable shoot-em up.
Graphics 8 Sound 8
Playability 9 Addictiveness 9
OVERALL 9





SPECIAL TAITO CRIMINAL INVESTIGATIONS

Now here is the best Christmas present that Taito could have possibly thought up for the assembled youth of Great Britain, with the release of Special Criminal Investigations - effectively, ***Chase HQ II***.

The original ***Chase HQ*** was certainly a corker in terms of numbers of sales for Taito and was a pretty good game in it's own right - certainly good enough for Ocean to grab the rights and produce a very creditable Spectrum version - but the SU Coin-op Crew generally thought that, although it was a fun variation on a bog standard driving game, ***Chase*** lacked a bit of variety.

There you and you mate were, swanning around in a flash motor, dressed up to the nines in Armani suits - then you had to race around after assorted criminals in equally fast cars, with the only way to stop them being to blemish your own spray job and whack into them, repeatedly and with great force.

Special Criminal Investigation cures this (a bit) by adding the only thing that was missing from Chase MK I, gratuitous violence.

There you are in front of the machine with the usual controls - hi/low gears, faster and slower pedals, but you notice something different about the steering wheel...fire buttons on the center strut. Can this mean..?

Ones heart beats faster as you insert coins and are given a Chase assignment - you rev up the engine and encounter a mob of motorcycle hoodlums protecting the target vehicle. You press the fire button and......out leans the good guy out of the passenger side and - KA-BOOOOMMMM!!! yup, ***SCI*** is Chase HQ with bullets.

Great escapist, adrenaline inducing fantasy, Chase HQ might lack originality, but makes up for it in over the top silliness - and has to be destined to be a hit in every arcade in the land. Blast and enjoy.

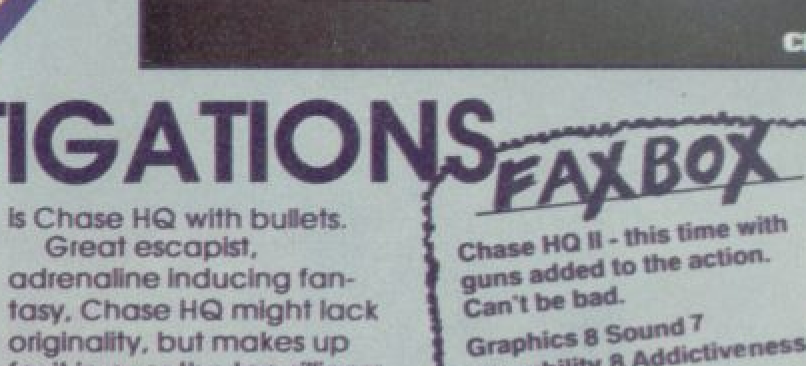
FAXBOX

Chase HQ II - this time with guns added to the action. Can't be bad.

Graphics 8 Sound 7
Playability 8 Addictiveness 8

OVERALL 8

S.T.U.N Runner - Atari Games



Now this is what I call a game! Comparing Atari's own ***Hard Drivin'*** with, say, Namco's ***Winning Run***, we were all forced to say that the latter made the former look pretty ill in the speed department.

Winning Run consists of very complex polys going very fast, making Hard Drivin' seem a bit like driving a skateboard in comparison. Now Atari has pulled all the technical stops out and come out with a game that equals, if not surpasses, Winning Run in the "gosh wow" stakes. And blow us down with a low-yield thermo-nuclear device if it isn't a jolly good race game as well.

Did we say race game? It's actually a time trial in a futuristic speeder along set tracks and tunnels, with you getting points for picking up bonus objects along the way and blowing up slower vehicles. Apparently ***S.T.U.N Runner*** has it's roots in Roadblasters, and it shows.

The control is a single yoke, which tilts from side to side to move your speeder left/right and forward and back to slow down/speed up - with the inevitable fire buttons ergonomically placed for your thumbs.

You have a set time to complete each course - with extra points for each second faster you finish, but the big game over if you fail. The trick is to imagine that you are controlling something like a powered bobsled.

You maintain speed along the twisting tunnel sections by taking the right lines around the corners - this means taking the outside of the curves, very high up on the walls. Blowing away the drone cars is also quite important, but you have to look out for indestructible black drones - hit them and you loose a shield. Packed with features and fun, ***S.T.U.N. Runner*** cannot fail to excite even the most the most jaded of arcade fans. Nice one Atari!

FAXBOX

Speed thrills in glorious 3-D polygons. Forget how they did it, just enjoy the action! Highly recommended!

Graphics 8 Sound 9
Gameplay9 Addictiveness 8

OVERALL 9

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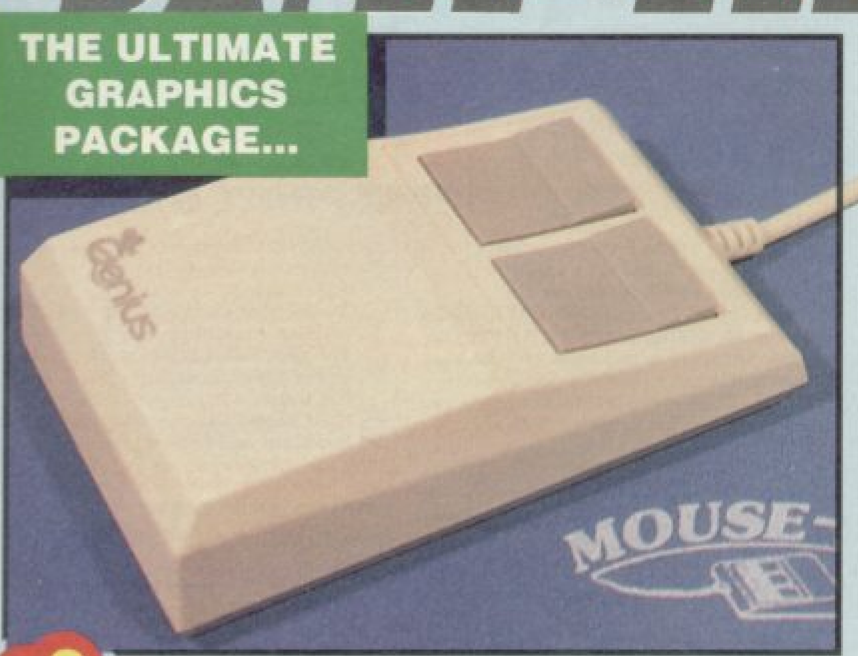
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DATEL ELECTRONICS

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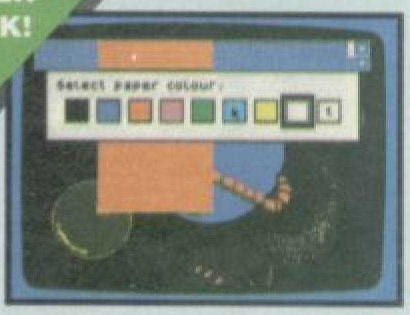






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GAMES REVIEW!

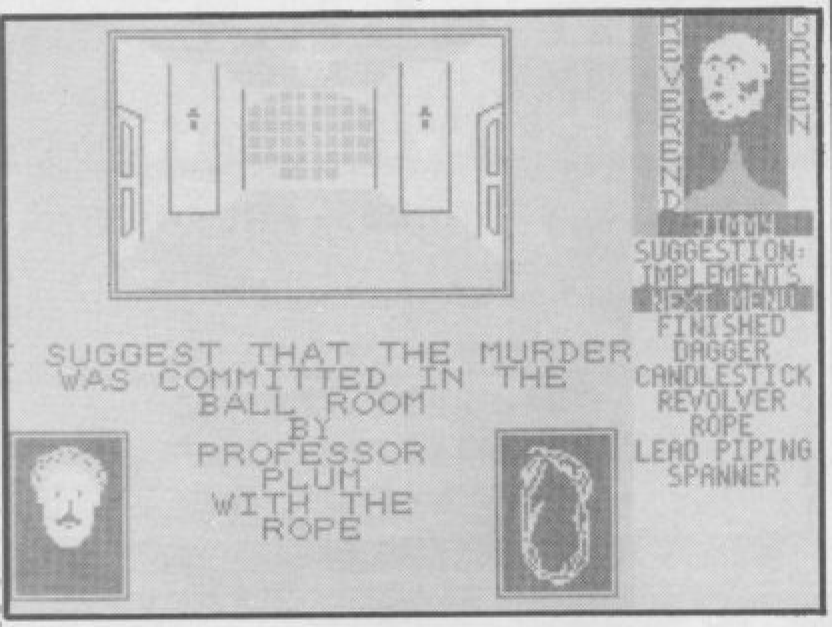
When I was given Virgin's Leisure Genius pack of *Scrabble, Monopoly and Cluedo* I thought, ruddy marvellous, all me old fave board games to play in the office, with the added fun of playing them on screen.

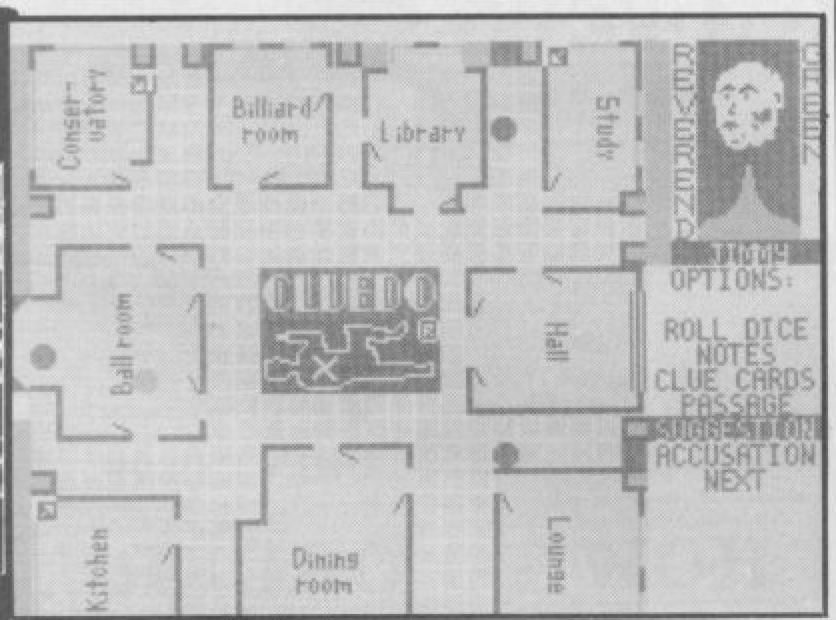
But unfortunately, it all proved to be a bit pooey, and not much fun at all, a bit disappointing really. Call me a moaning Minnie (you're a moaning Minnie - rest of SU team) but it seems a lot bloody easier and quicker to wop a Monopoly board on the carpet, dosh out the counters and paper money, roll the dice to see who goes first and then get on with it. What could be simpler?

None of this faffing about, having to read a book full of instructions on how to play the damn thing - something you thought you'd got the hang of years ago. Anyway, grizzles out of the way - what did I think of this jolly trio.

LEISU GE COM

CLUEDO





When I was a "yoof" I remember many a holiday whiled away playing Cluedo. God knows why, there's absolutely nothing to it, but it's just one of those game that are simple enough for the whole family to play (however simple the family are) without being too mindless.

You all know the idea; the board represents the floor plan of a mysterious mansion, in which the owner Dr Black has been murdered. Up to six players take the parts of house guests Miss Scarlett, Professor Plum and so on; your task is to establish the murderer, weapon used, and the location of the crime.

The computer version is a very faithful representation of the game, complete with the floorplan, Murder Cards, and a window for each player's notes, which you have to cover with your hand each time you want to refer to it!

Players take turns to throw the dice, move around the board, and make suggestions; the computer keeps track of who holds which cards, and if you fail to show cards when requested, it kicks you out of the game (hyuck hyuck!)

Classic fun, well implemented; should keep the whole family quiet for at least the duration of Billy Smart's Christmas Circus.

SCRABBLE

The board on screen is set out much the same as the usual carboardy one, but unfortunately, it's all black and white - no jolly coloured squares to indicate word scores etc. Instead you get a black, grey and white boxes (see key), and seeing as most people can't be bothered to keep looking at the key you tend to just plonk your word anywhere, regardless of scoring extra points. When I played *Scrabble* it was just me against the computer, but you can play it with up to four players. When it's your go, seven letter tiles appear at the bottom of the screen. Try to make a word with these letters.

To help you sort the letters out you can press 7 and the computer will juggle them about for you. I'd rather have those little plastic tiles in front of me to juggle - seeing them move around on screen didn't help me find new words at all. Alternatively, if you're a bit lazy you can press 8 and the computer will suggest words for you, but that seems to defeat the object really. If you really don't like the letters you've been given you can press 6 and change some, or all, of your tiles. Remember though, this counts as a go, so you miss a turn.



SURE

ENIUS

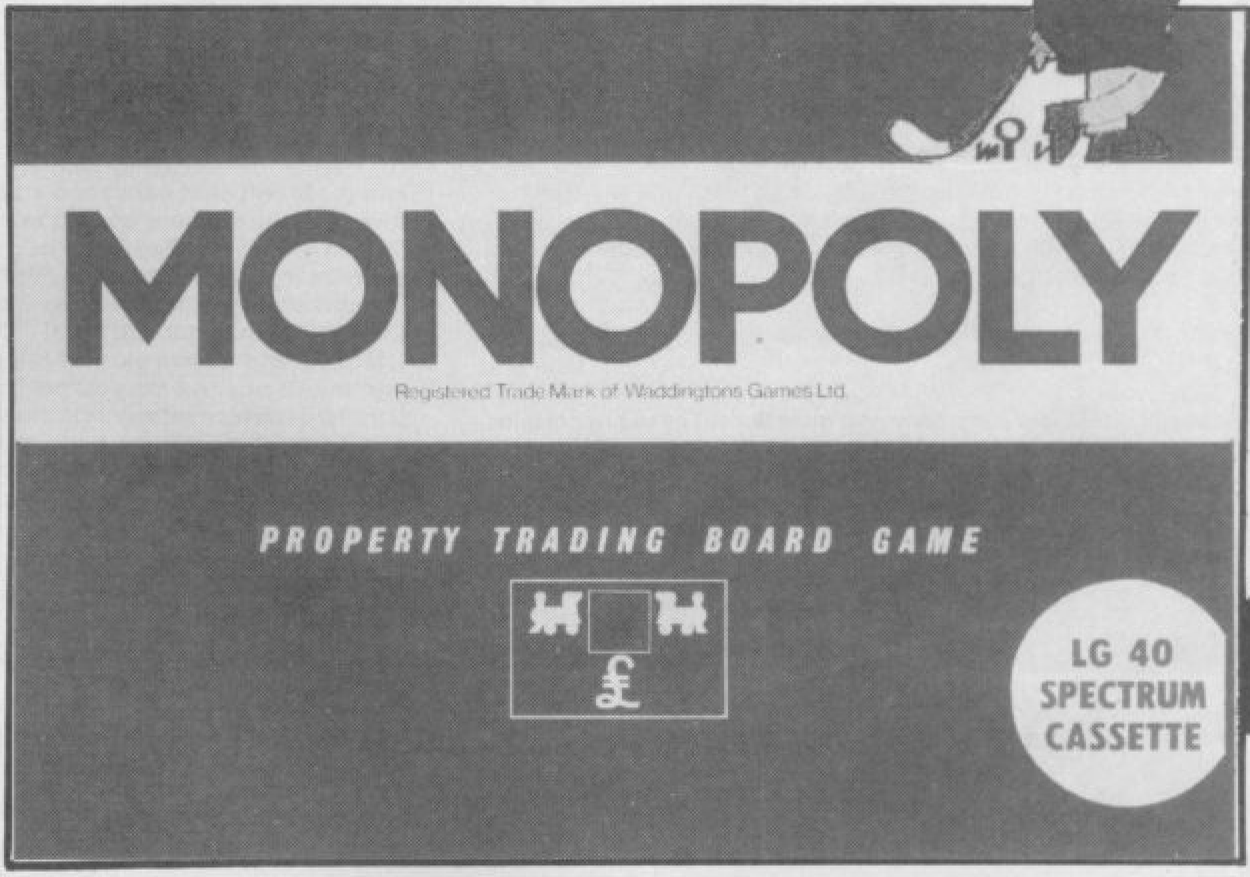
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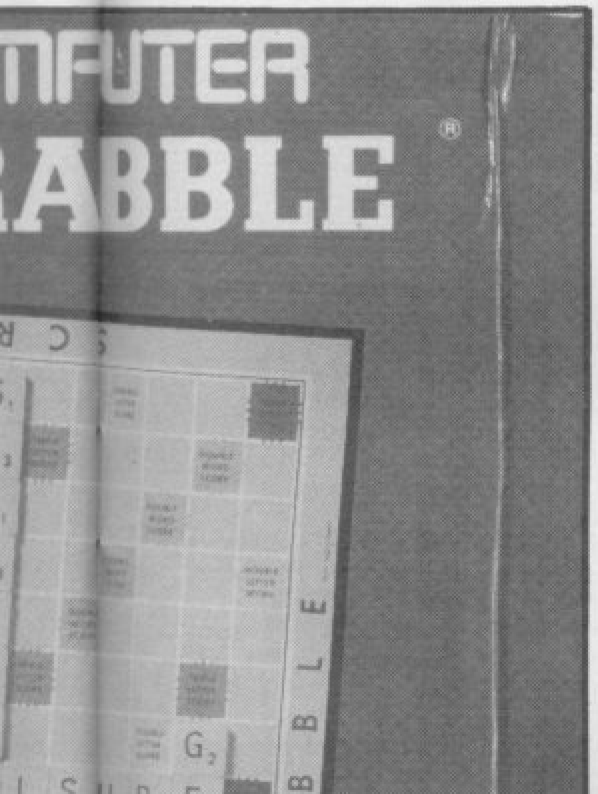


To make the game a little more racy there's a clock facility to limit the time of each player's turn. The clock can be set from between 10 seconds and 59 minutes 59 seconds (for complete and utter wombats).

One thing I was unhappy about was the fact that each player's letters are displayed down the right hand side of the screen, so your opponents can see what you've got and therefore attempt to block your next word.

I don't dislike *Scrabble* on the Spectrum, but I just feel that it's more fun to play the real thing with board and plastic tiles and little wooden ledge things - but then again I'm just an old-fashioned girlie.





MONOPOLY

When I was a kid (oh gawd, here we go - JD), there was no Trivial Pursuit, no Pictionary or Scruples. If you wanted to play a board game, you played Monopoly or you played nothing, simple as that. AL: Mum, I'm bored AL'S MUM: Go and play Monopoly (2 hours later) AL: Mum, I finished Monopoly, what can I do now? AL'S MUM: Er, why don't you go and play Monopoly? AL: Oh alright Mum (sigh)
And so it went right through my childhood. And now just when I thought it was safe to enter the games room, it's back, back, *BACK*. Monopoly on the Speccy. It's a pretty good representation of the original game and here's what it looks like.

The top two thirds of the screen displays the board and before you start to play you have to pick a counter (these appear in the bottom third). The choices are the same as usual - a dog, a boat, a car, a boot, a hat and an iron. The bank then automatically gives you £1,500 spending money.

Each player in turn presses D for dice, and the dice is rolled to see who goes first. Now you're ready to start playing for real. Roll the dice and your counter moves around the board. The property it lands on is then displayed in the bottom third of the screen and the computer asks if you wish to buy it. Press Y and your account will be debited.

Should a player then land on your property, you must order him to pay you rent, thus boosting your bank account. If you land on a Chance square you may either be awarded cash for say, winning a competition, or cash will be taken away from you for say, school fees. Land on the 'Go to jail' square, and that's exactly where you have to go, and it'll cost you fifty quid to get out. The point of the game is to buy up as much property as possible, and make loads of cash at the same time.

The fact that you can't actually see, by looking at the board, which squares belong to you is a bit annoying. This is kind of remedied by going to the Owner menu (press O). With the actual board game you receive a card for each square you buy, so it's easier to keep a record - less annoying than having to keep flicking screens to and fro. Monopoly is not as cruddy as I thought it was gonna be, but I really missed having all that lovely coloured paper dosh to wave Mr Money Bags style under your opponents nose when he's sliding towards bankrupcy - look at my wad!!

FAX BOX

GRAPHICS	PLAYABILITY
65	70

OVERALL: 75

I'VE GOT THIS PROBLEM

HOW MUCH FOR THE PRINTER?

Dear Dr Hupe I'm thinking about buying a black and white printer for my +2A. I was wondering which ones you recommend and how much they would cost. Also, would I need an interface or can I plug it straight into the computer?

Jonathan Claydon Cradleigh, Surrey

•Weeelllll... this is a very common question. There are certain things you should look for in a printer, and the most important is Epson compatibility. Epson are Japanese - their first product was a printer, and when they produced their second, they renamed their company as Son of Electronic Printer, or Epson and most software uses their codes. Most printers do, too. After that, check your computer has a serial or a parallel interface. The original Spectrum had neither, and you'll need to buy an extra interface. Starting with the Spectrum 128, and the +2, the computers had a serial port, and with the +3 and the +2A, they had both serial and parallel interfaces.

Most printers have parallel interfaces, so they'll plug straight into the +3 or +2A. So, you need a cheap Epson-compatible parallel-interface printer. Of those I've seen, Star, Seikosha and Amstrad have been good, but anything you can find locally that matches the tow points I've mentioned should be OK, and there are some good bargains to be had if you shop around.

WITH MY DEAD MACHINE

Dear Doc, My speccy +2 is totally knackered. Joystick port 1 is finished - the whole socket has come out, and my 9V DC is a bit squiffy because I dropped my Spectrum on the floor. Now, when I plug it in, I have to press sown on the wire before it'll work.

Where can I get it fixed, and how much will it cost?

Matthew Clark Whyteleafe, Surrey

•You can get that sort of thing fixed just about anywhere - if you've got a TV repair shop in town, they'll do it, probably in an hour or so and for around a tenner. Otherwise, you can send it off to any of the people who advertise in SU and they'll do it for a little more.

In the meantime, try using joystick 2 - many games have this option, and try leaving the Spectrum plugged into the power supply but unplug that from the wall when you want to turn the thing on and off. This won't hurt the computer but will save wear and tear on the connector...

WITH SOUNDS

Dear Droopy, I've got this problem with whizzo sound program I'm writing. Following the hints in the Spectrum +3 manual, I'm using OUTs to make the sound chip sing because I can make BASIC do other things in the meantime. But sometimes, it loses notes, or gets its data garbled and goes out of tune. Is this a hardware fault, or am I doing something wrong?

Jerry Saunders Rowlet Regis, Birmingham

•Dear Jazz. No, it's not a hardware fault, and no, you're not doing something wrong. What's happening is that the +3 is checking to see if you've plugged a keypad in every so often, and when it does this, it forgets to keep the sound chip doing what it's been programmed to do. The sound chip, in a fit of electronic economy, also controls the keypad, so its easy to make it lose track.

The solution is to switch to 48K BASIC before running your program - do it by typing SPECTRUM from 128K mode, rather than using the minus, as this lets you drive the sound chip. This makes the Speccy forget about checking for keypads (a wise move) and concentrate on the music.

WITH MY OPUS

Dear Doctor, I've got a Spectrum with an Opus Discovery, which I've been using for years. Now I've also got a Multiface, but while it works with the Spectrum (which works with the disk interface), the three refuse to work all together, all at the same time.

What can I do? Is there a problem with one of them - if so, which? The Multiface works very will with a friends's spectrum +2 with Microdrives, by the way, but I don't want to have to go back to those.

Simon Deveaux Manadon, Plymouth

•The Multiface and the Opus will work together, but only if you plug them in in the right order. You must plug the Multiface into the Spectrum first, and then plug the Disciple into the Multiface. Doing it the other way around will result in nothing but tears. If this still doesn't bring relief, then the only way to diagnose the problem to take the it around to your friend with Microdrives. Plug it into his Spectrum - apart from making him incredibly envious, it will also show his place, then its your Speccy; if it doesn't, then chances are that the Discovery is slightly up the Khypber.


Hard Drivin'
A TRUE THREE-DIMENSIONAL WORLD PRESENTED ON THE SCREEN!
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Hard Drivin', available for your home computer, is not just the best game on offer – it's a whole new driving experience.
Take Hard Drivin' for a test drive today!
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WIN A RADIO-CONTROLLED Ferrari FROM DOMARK

(like the one on this month's cover, but better)

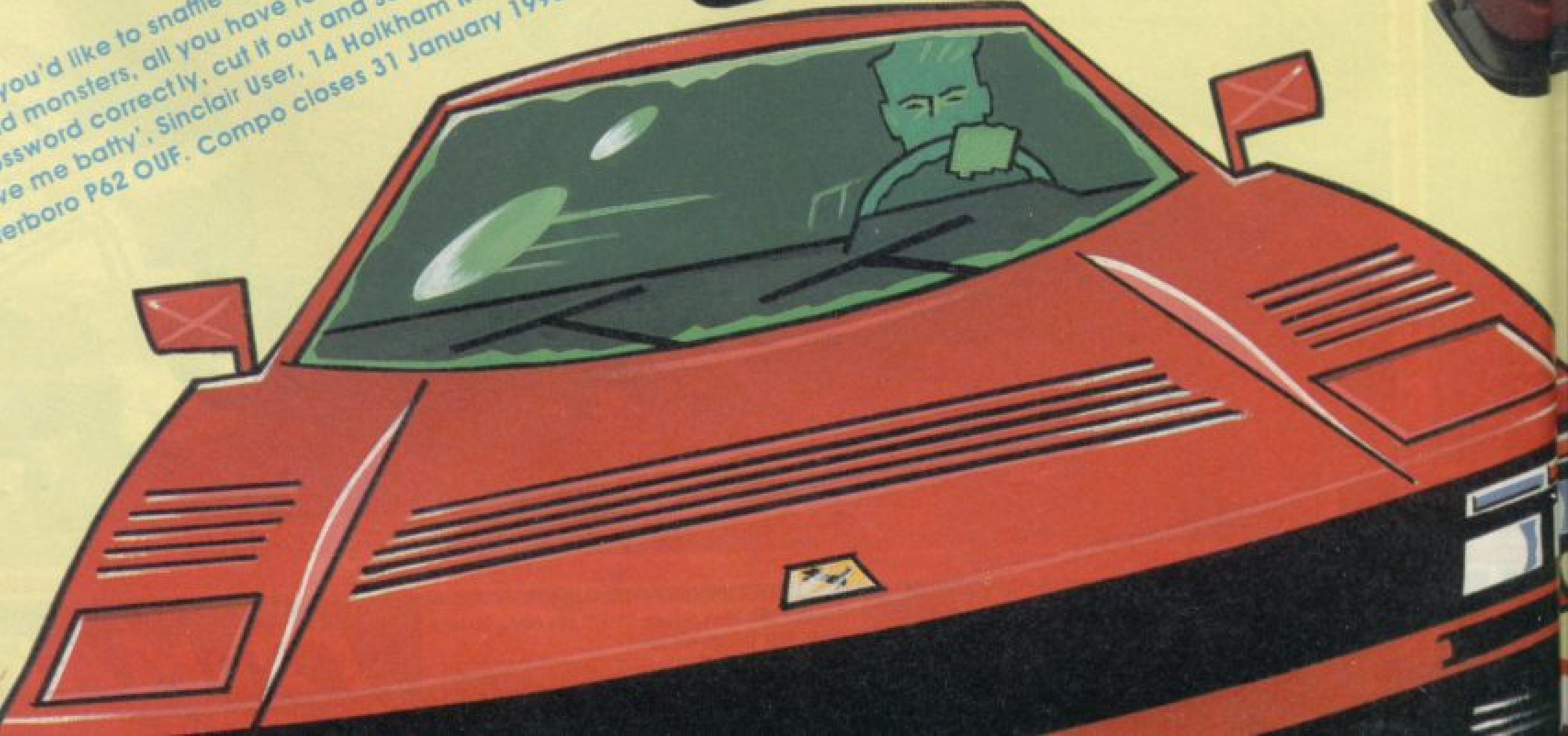
Played that Hard Drivin' game in the arcades yet, eh eh? Ruddy rad, brill, skill and other such words used by trendy yoofs of today to describe things that are quite good. All that zooming around the race track like a demented meany in your sleak and swishy Ferrari, you just can't beat it?

Hard Drivin from Domark is now out on the Spectrum, just in time for Christmas, so you better put your order into Santy Claus now (oh good grief - Al). Hours of motoring madness is to be had here, with you at the wheel either kerzooming around the track against the clock, or looping the loop and jumping draw bridges on the stunt course.

To celebrate the launch of *Hard Drivin'* Domark are giving away six Nikko radio-controlled Ferrari F-40's which we are informed can be driven forward (gosh, that's handy), in reverse and can turn left and right; have a 2-speed selector switch; and head lamps that light up when the car is moving - crucial, wickid, fab and wow and other such words that trendy yoofs certainly don't use anymore.



If you'd like to snaffle one of these gleaming red road monsters, all you have to do is complete the crossword correctly, cut it out and send it to 'Crosswords drive me batty', Sinclair User, 14 Holkham Road, Orton, Peterboro P62 0UF. Compo closes 31 January 1990.



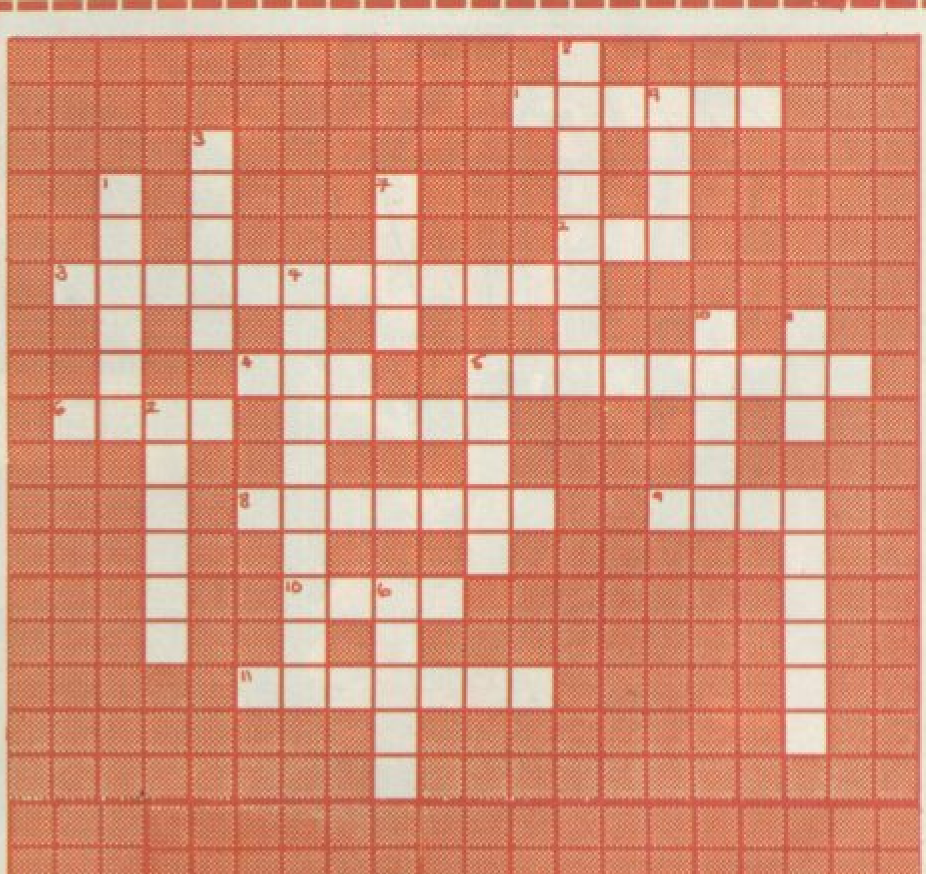


DOWN

1 You encounter one of these in Hard Drivin'
2 Where you first played HD
3 What you race around
4 Appears at the end of Hard Drivin' and ryhmes with catastrophe
5 One of the courses in HD
6 Cars generally have four of these
7 This game certainly isn't easy
8 What you play HD on (and any other game for that matter)
9 A speedy contest
10 Wireless
11 Gear ...
12 Maker of games

ACROSS

1 What sort of car is a Ferrari
2 Loop ... loop
3 Your fave mag
4 A famous race track
5 A flight, football or driving
6 In a car you get 1st, 2nd, 3rd and 4th
7 Where the race begins
8 I like .... in my car
9 Like a Street
10 Leave the track to change a tyre
11 A big shiny red broom broom



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TH



Greetings, mortals. What do some of you lot think I am, a pushover or something? Oh, let's send in a tape of our latest terrible adventure full of spelling mistakes and lousy grammar, The Sorceress is bound to mention it. Wrong! I've just been looking through at something from a company that shall remain nameless but who live in Lewisham. Things didn't bode well from the start, a tape and a lot of bumph stuffed into an envelope with a mere 19 pence stamp on it, but on opening the envelope things went from bad to worse.

Let me quote one little piece from the letter that accompanied the tape: "that should keep you buisy, for further help (& if you perciver, But then your revueing it) You can 'phone ..." I mean to say, people! What on earth does perciver mean? Persevere, by any chance? Revueing?! Reviewing, surely. I'm always keen to promote the smaller mail order adventure companies of this world, and shall spend most of this column doing so, especially with larger ones like Level 9 backing out of the market.

Scapeghost is out, by the way, at a cost of 14.95. Some of the stuff that comes with it gives the information that Microprose have bought Rainbird from British Telecom, so some level 9/Rainbird versions may soon be unavailable. You are advised to ring level 9 and ask them about the situation, if you're after some of those games and are finding them hard to seek out. The only number I can find anywhere is their order number, 0934 814450, so if you're chasing Knight Orc, Silicon Dreams and/or Jewels of Darkness then I suppose that's the number to ring. But meanwhile, folks, back to the plot ...

If you are part of a small company that wants to get going then by all means send me in a tape and I'll take a look at it. However, do make sure that it works, get your spelling and grammar sorted out (let someone else check that, if it isn't your strong point), and include a map and hint sheet. If I spent as much time as I should looking at all the tapes that come that come in then I'd never have enough time left to actually write about them, adventures by their very nature being challenges that should take weeks if not months to solve, and so I appreciate as much as possible.

Do NOT do something like our friends from Lewisham. I'll quote from their bumph for one last time. "There is a VERY small error in parts 2, 3 and 4". Very small? Word spelt incorrectly, perhaps? No, their idea of a very small error is being unable to load in the saved data from the previous part of the game. As if that wasn't bad enough, they then tell you how to correct this error by breaking into the Basic program and entering two lines of code. Don't you think that could have done this for us themselves?

In other words, dear reader, my championing of small companies does not descend to the depths of drivel such as this. I trust that anything YOU might send in will be much, much better.

With a sigh we turn our backs on sunny Lewisham and look out of the turret in the east wing of Sorceress Towers. It is about to pour down with rain, a minion is dispatched outside to save my blue cloak which was gently drying in the breeze, washed after a rather wild and windy excursion to ... but that would be telling. Instead, I reach into the voluminous envelopes and jiffy bags that surround me and pull out ... another tape!

What do we have here? Something called Magic Missile, according to the cover, and a nice

RIGEL'S REVENGE:

(from where we left off) read documents, r, get identcard (wait for marching from west), w, s, s, e, e, e, e, e, s, dig, put documents in satchel, put indencard in satchel, get light guide, examine light guide, press memory, z, z, z, w, s, examine android, get pain, shake paint, spray lens, s, examine gate, drop paint, get identcard, insert identcard in slot, sw, examine ivy, climb into shaft, get screwdriver, unscrew grille, climb in shaft, crawl n, crawl n, look through opening, crawl n, crawl n, crawl w, crawl w, look through opening, get gun, drop identcard, get gun, fire gun at soldier, push mesh, crawl n, bolt door, examine soldier, read paper, examine cube, open panel ... to be finished next month.

FEDERATION:

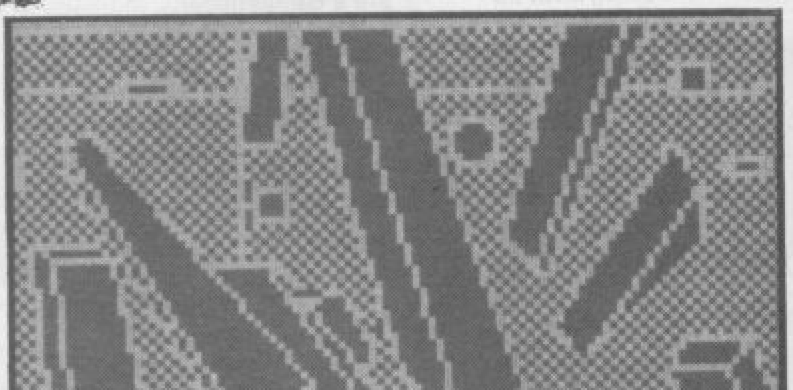
(from where we left off) Don't know where to find the deypad code? In the miniature room is a note, so read it. What's the matter displacer for? It just gets you killed if you carry it in certain locations. Can't get the grille open? Throw sulpher tablet at it. Can't get past the sharpshooting hunter? Squeeze sponge. Can't get through the anteroom to the north of the wrecked mess room? Wear shield. Keep getting blown up by destructor cannon? Blow the blowpipe, which is to be found in the drawer in the main control panel. Can't use the bracelet? You can once you've planted the bomb. Can't get the multi-task droid to work? Insert battery, which you'll find in the engine of the crashed shuttle craft, and you'll find out more from me next month. Cheerio, my adventuring friends.

THE SORCERESS

Stuck in a dungeon or helpless at the hands of fetid trolls? Write to The Sorceress SU Priory Ct, 30-32 Farringdon Lane, London EC1R 3AU



letter telling me all about it. It is, in fact, an adventure tape magazine, at the jolly decent price of 1.50. That's the same price as just about every adventure fanzine, and if you don't like the contents then you've always got a new tape to record over, but I don;t think many people will be doing that, somehow.
Before we go any further, the details. Magic Missile is a bi-monthly affair, coming out at the end of December, then February 1990, April, and so on. As I say, it costs 1.50 an issue (if you can call tape magazines issues), and is available from Matthew Wilson (also known as Futuresoft), at 75 Ben Rhydding Road, Ilkley, West Yorkshire LS29 8RN. Ilkley, eeh by gum, 'ecky thump, reet gradely, 'appen as like as not. Sorry about that. Rush of Northern blood to the head, there.
Issue 2, which came out on the 28th October, contained two **complete adventures**. These were Behind Closed Doors (The Sequel) and Crazy Castle Quest there were also reviews, demos, clues, and in fact all the usual sort of stuff that one would expect from the more conventional fanzine. At the risk of being deluged with letters of protest, it seems to me that there's room for both types of fanzine, and I think that this is a good idea that deserves to do well.
Matthew Wilson says he is in need of more orders and more games to review. Aren't we all, dear boy? However, if you feel like parting with an experimental 1.50 then I don't think you'll be disappointed. If issue 3, and future one, live up to the promise of the first two, then Matthew deserves your money and your support. Keep up the good work.
Zenobi Software should be known by all Spectrum adventurers, and if you've never **heard of them then write them** NOW and ask for a list of their titles. They live at 26 Spotland Tops, Cutgate, Rochdale, Lancashire OL12 7NX. Love that address! Spotland Tops, sound like a World War 1 fighter ace. I say, Spotland old think, taking the tub out today?
Anyway, the reason for mentioning Zenobi is that they have several new Speccy titles coming out in the near future, if they're not available already. There's **something called The Snow-Dogs Trilogy, the first one of** which is out and is called Crack City. Drugs? Well, it deals with vice and corruption, it says here. It costs a [illegible] 2.49, and that includes [illegible] and packaging.
Infin[illegible] at 2.99, is a two part [illegible] from Linda Wright, whose name **should be enough to convince you that you're going to be get-** [illegible] Folly is the title of this two parter, and I wonder if it owes any**thing to Agatha Christie? You buy an old house, and discover** that the previous owner was one Agatha, who mysteriously vanished aeons ago, presumed dead. Discover the true story of Agatha! Did she really marry Dustin Ho[illegible]? This, and other questions will not be found in Agatha's Folly, but a cracking adventure will. Linda **never lets us down.**
Just room to mention a special offer. If you buy Magnetic Moon and the follow-up, Starship Quest, together, it'll cost just 5.99 (Starship Quest on its own costs 3.99). This is available from FSF Adventures, 40 Harvy Gardens, Charlton, London SE7 8AJ. Having sorted out the ship, all you have to do now is sort out the entire planet. Oh, is that all? 5.99 for a spaceship and a planet sounds like a bargain to me. Hop to it, adven**turers!**



WITTS END

THE PROSPECTOR:

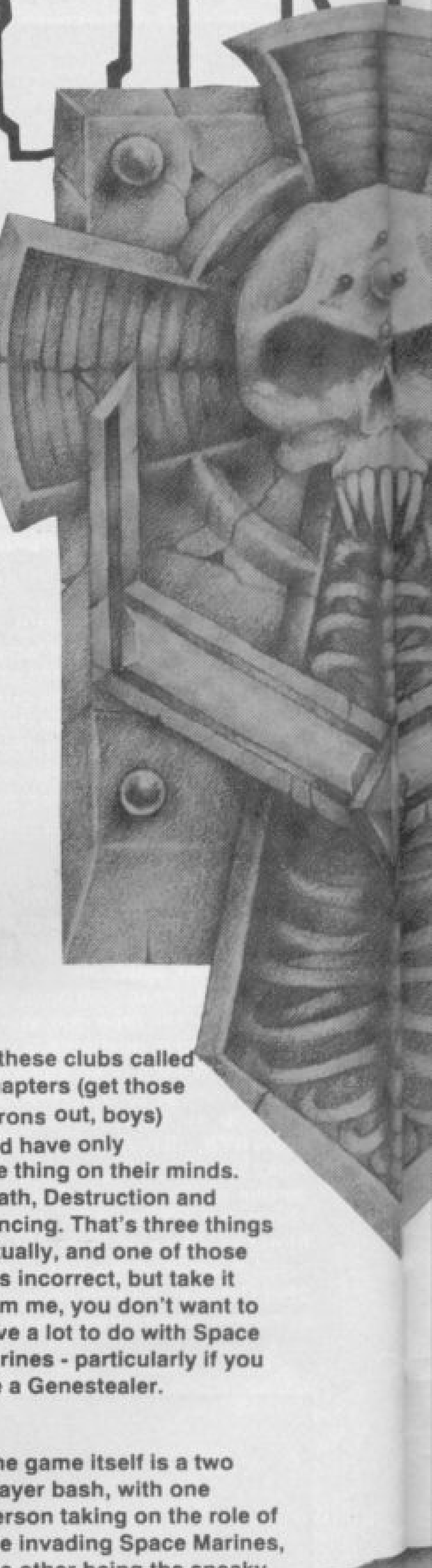
(from where we left off) Return to the rock face, the explosion has uncovered a gold nugget, but it has also started a fire. Throw the bucket of water on the fire to put it out, then you can get the gold nugget. You can drop the lantern when you leave the mine as you can't take it back across the stream, and you have the oil lamp and matches on the east bank to see your way back through the caves. To complete the game, return to the assay office in Tombstone with the gold nugget, whereupon your claim will be registered and you have finished another adventure!

RED DOOR:

(from where we left off) When you have the jug of embalming fluid, the funeral food, the snake charm and the bandages, return to the burial chamber with male mummy (daddy?). He leaves, and you see a cloth of gold on the slab. Cut the cloth to the desired shape with the scissors, thread the needle with silk thread, and make a garment fit for a god (as no doubt seen on Posh Frocks and New Trousers). Take the garment to Thoth, and therein completeth another adventure.

PRECIN





Board Wargames have got a pretty bad reputation with non-game players. Sceptical types would often interrupt the proceedings, thus, "Yer playing Board Games, then? Well I'd be BORED playing that stuff, Fnarrr!" Very witty, Oscar - but to be honest, to the untrained or unimaginative eye, playing the kind of traditional hex grid games with seemingly hundreds of cardboard counters does look a bit dull.

That's one thing that Games Workshop have been trying to change with its range of 3-D games. We took a look at a couple of these a few months back - Dark Futures and Adeptus Titanicus. The latter was based on battles between giant mechanical Titans set against an epic backdrop of a military imperium set in the far future. This is far from dull, with snap together models for the Titans and colourful scenery included in the package. Now a couple of other games using the same ethos have come to our notice, Space Hulk and Space Marines - and despite the similarity in name, they are quite different games, suited to quite different gamers.

Space Hulk, first - which is set on board a seemingly empty giant space-ship floating in space. It's not empty of course - it's driving towards an inhabited

in the Galazy and when it gets there, a lot of rather nasty things called Genestealers are planning to come out - impregnate the population - and they'll all end up looking like Les Dawson, or something.

The Imperium - headed up by The Emperor (probably the 65th Century equivalent of Ben Elton) - doesn't fancy this one bit, as when a planet becomes infected by the Genestealers, the only way to cleanse the system is to blow it to constituant atoms. Therefore when a Space Hulk is sighted, it's all systems go.

Space Marines are hard. Seen the movie Aliens? Of course you haven't - not if your under 18 anyway. But if you had - you'd probably have your own idea of what a Space Marine might look like. Forget it. These guys are genetically altered, traiend from birth, shut up

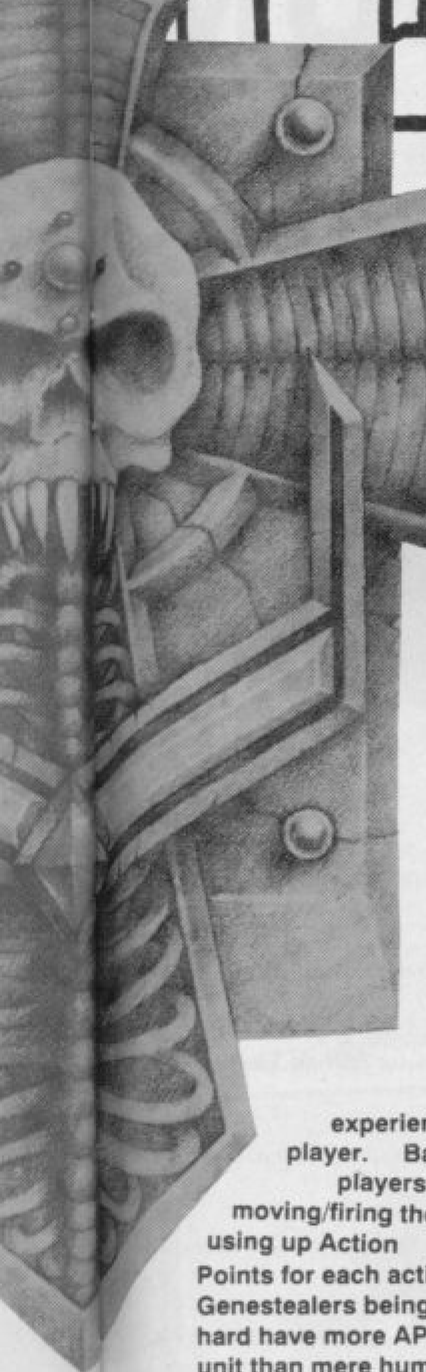


in these clubs called Chapters (get those aprons out, boys) and have only one thing on their minds. Death, Destruction and Dancing. That's three things actually, and one of those was incorrect, but take it from me, you don't want to have a lot to do with Space Marines - particularly if you are a Genestealer.

The game itself is a two player bash, with one person taking on the role of the invading Space Marines, the other being the sneaky, nasty, boo hiss, Genestealers. Plastic Models and cardboard tiles (which, in various permutations make up the playing area) are included as part of the deal.

The rules are pretty simple, but complex enough to be a challenge to a first timer yet provide some realism for an

ICT 19





experienced games player. Basically, the players take turns moving/firing their forces, using up Action Points for each activity. The Genestealers being well hard have more AP's per unit than mere humans and what's more, the human player is always under a strict time limit of three minutes for taking his move - to simulate genetic inferiority.

It's not a completely one sided bash, however - as the Marines are armed with bolt guns and flamers (ranged weapons) while the Genestealers have to rely on large numbers and claw power! It makes for an interesting thrash - particularly as the Genestealers are always set up as Blips on the map. When they come into the Line of Sight of a Marine, it's then he finds out whether that Blip was made up of 1,2 or 3 Genestealers.

Combats are resolved with simple six sided dice rolls and although there are some rules that the beginner might find a bit advanced - like Overwatch fire for example - Space Hulk would be a fine introduction to war gaming for anyone.

Space Marines is another matter. Set in the same future universe as Space Hulk, it's a more traditional game, setting Armour and Infantry units against each other in an era of the Imperium called the Horus Herasy.

This was a period of 'history' when No.2 in the Space Marine set up decided that he was going to become No 1. Admittedly he was under the influence of some Warp Demons at the time, but try telling that to the Judge.

So Space Marine Chapter was pitted against Space Marine Chapter. And the result? A Universe looking a smelling a bit like a knackers yard - but you'll be pleased to know that the Emperor triumphed in the end.

Once again, models, stickers and scenery come as part of the package - and jolly nice they are too, complete with hints on how to paint them, should you so wish. The rules are well set out, but quite detailed - probably not suitable for the raw beginner - but have the advantage that you can combine the figures and rules from Adeptus Titanicus - and let these titans join in the fray.

A good second purchase for a proto-enthusiast, with Space Marines it looks like Games Workshop have dealt another blow for the cause of making war games interesting to non-fanatics.

Both games are priced at £19.99, but represent OK value for money, considering the amount packed into the boxes. For more details contact Games Workshop at Chewton St, Hilltop, Eastwood, Notts.




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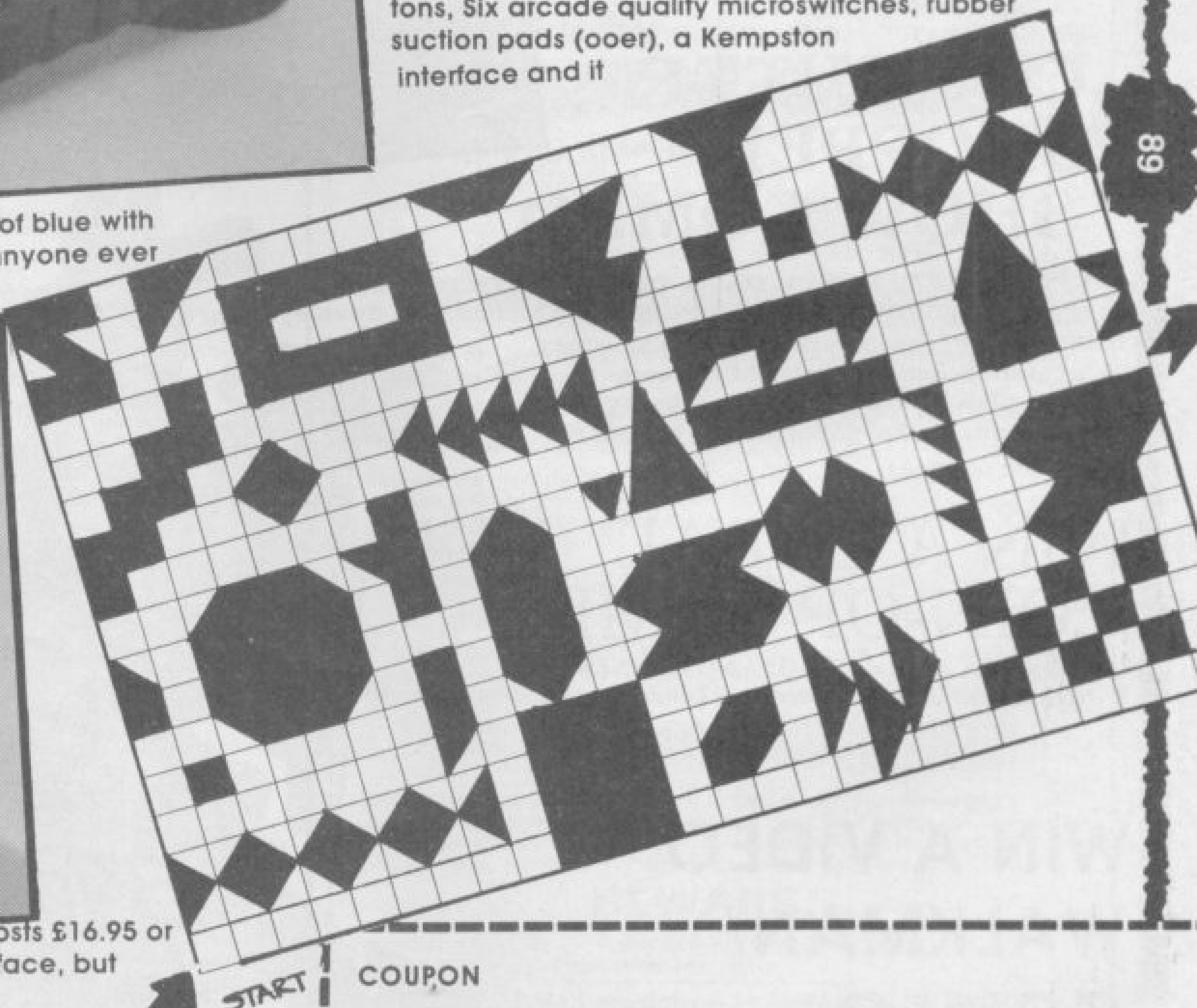
WIN AN A SUPERFAB STICK FROM KEMPSTON

What have we here then? It's a screen from our imaginary game, 'Cyril the Ninja Loony in the Maze of Doom'. Now, If you wanted to play this game, ideally you'd need a joystick to help you round the obstacles and through the maze.

What we want you to do is put together a list of instructions showing the joystick movements you'd have to make across the screen to get Cyril from the start of the maze to the end (ie. left, left, up, down.... you know the kinda thing). Remember, you can only step on the unbroken white tiles (ie. the complete clear squares). What could be simpler?

The first 25 people who manage to get out of the maze will be awarded with a DAATApro joystick, the latest goodie from Kempston. It's special features include Triple Action Auto-Fire, Dual Fire buttons, Six arcade quality microswitches, rubber suction pads (ooer), a Kempston interface and it comes in a rather attractive shade of blue with pinky bits on it - what more could anyone ever want? In the shops the DAATApro costs £16.95 or £24.95 with Kempston Joystick Interface, but we're letting you have it for nought.





If you reckon you're up to this challenge we, suggest you scribble your instructions on the coupon below and send it to 'Don't worry Cyril, I'll get you out', SU, 14 Holkham Road, Orton, Peterboro. Your entry should arrive before 31 January 1990.

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WINNER: Enzo Di Rosa, Tottenham, London

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NO RUNNERS UP
WINNER: William Walker, Woodside, Sheffield

ISSUE 28 · JANUARY 1990 · £1.60

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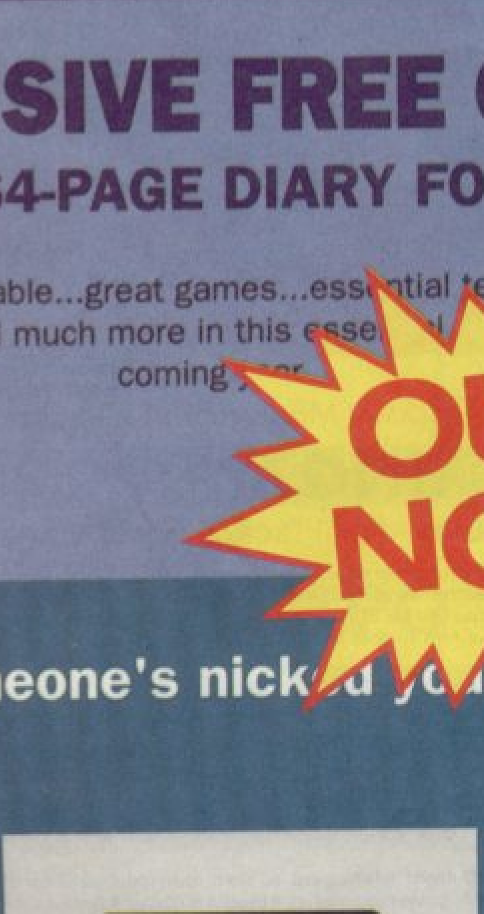
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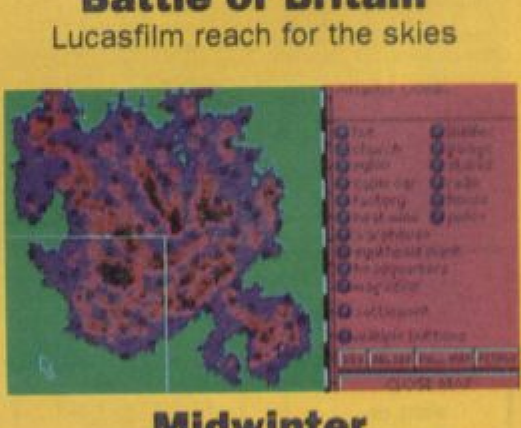


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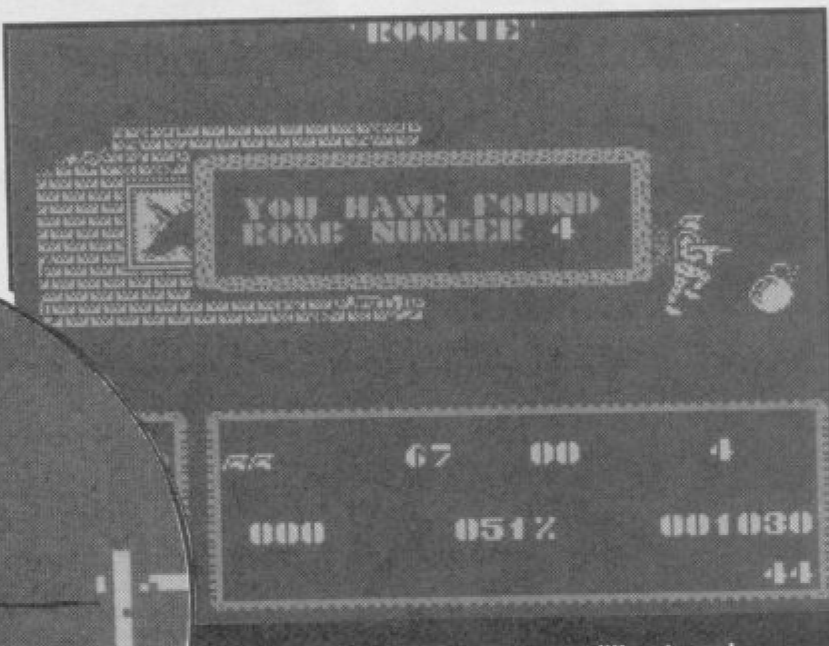


Midwinter
Mike Singleton's fractal-based Microprose masterpiece

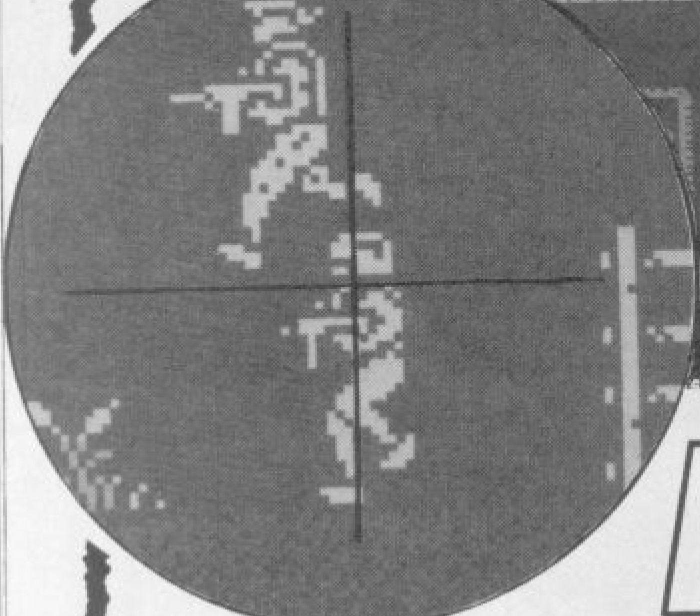
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GAMES REVIEW!



Hurrah! Only another twenty million to go!



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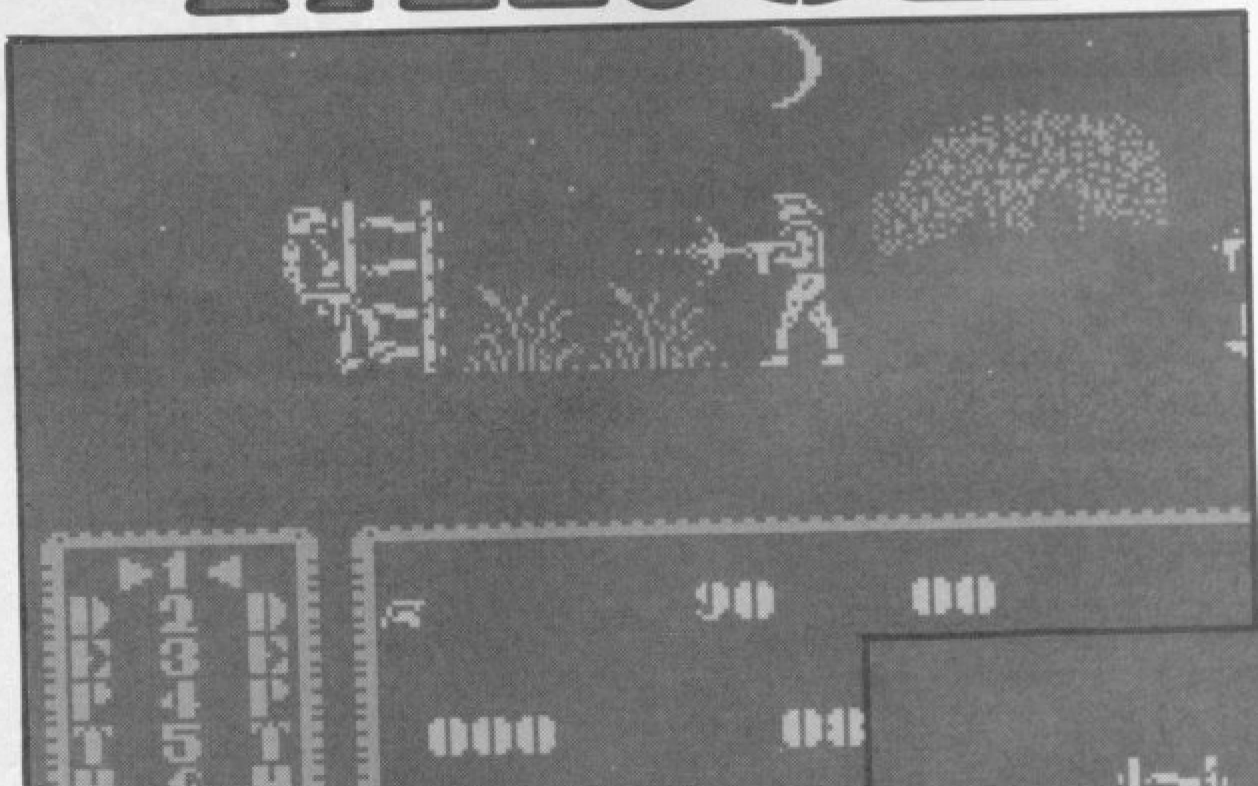
GRAPHICS	PLAYABILITY
55	59

Label: Players Premier
Author: Gareth Baker Price: £2.99
Memory: 48K/128K
Joystick: various

Politically sound but crucially boring run and-shoot effort

OVERALL: 58

MOVING TARGET



Bit of topical humour, as Ben Elton would say. *Moving Target* is about those naughty naughty drug barons who have been causing such a commotion in South America by blowing up judges, bribing politicians and indulging in tasteless interior decoration. So this is your chance to redecorate their haciendas WIV THERE BRANES!!!

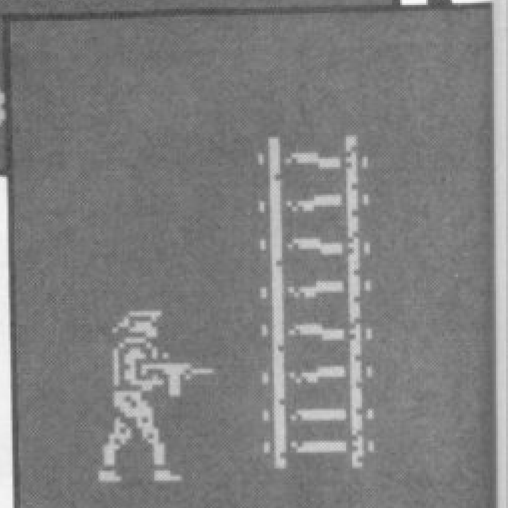
Yes, *Moving Target* is another horizontally-scrolling search-and-destroy mission where the aim is to bump off as many thugs as possible. And why not, as Bazza Norman would say. Problem is that while all the required elements are there - machine guns, landmines, gun emplacements, sections of bombs to be assembled, vicious guard dogs - the whole doesn't add up to much.

The main problem is that the monochromatic hero isn't very well animated - he leaps into the air like a constipated haddock, and his gun blazes dramatically, but doesn't seem to actually shoot any bullets. But he's nowhere near as funny as the guard dogs, which are supposed to be savage Dobermanns and in fact look like the HMV doggie, Nipper. Not too frightening, although for some reason you don't seem to be able to shoot them, even if you crouch down and blast them in the teeth.

The landscapes of bushes, caverns and steel doors are nondescript, and it's all too easy to find your hero getting wedged between one bush and another while you're trying to grab the necessary key, ammunition pack or food supply. Nothing's more annoying than wrestling with the joystick while you're being gunned down by the thugs.

As you climb down ladders into the deeper realms of the drug baron's fortress, a depth indicator shows your position. The lower half of the screen also features indicators for time remaining, strength, ammo, numbers of guards you have to kill before you get a bonus, and so on; it might have been a better game if the playing area was larger instead, but I suppose that would have made the speed and smoothness of animation even more mediocre.

On the whole, pretty unremarkable. As far as *Moving Target* is concerned, kids, Just Say No!



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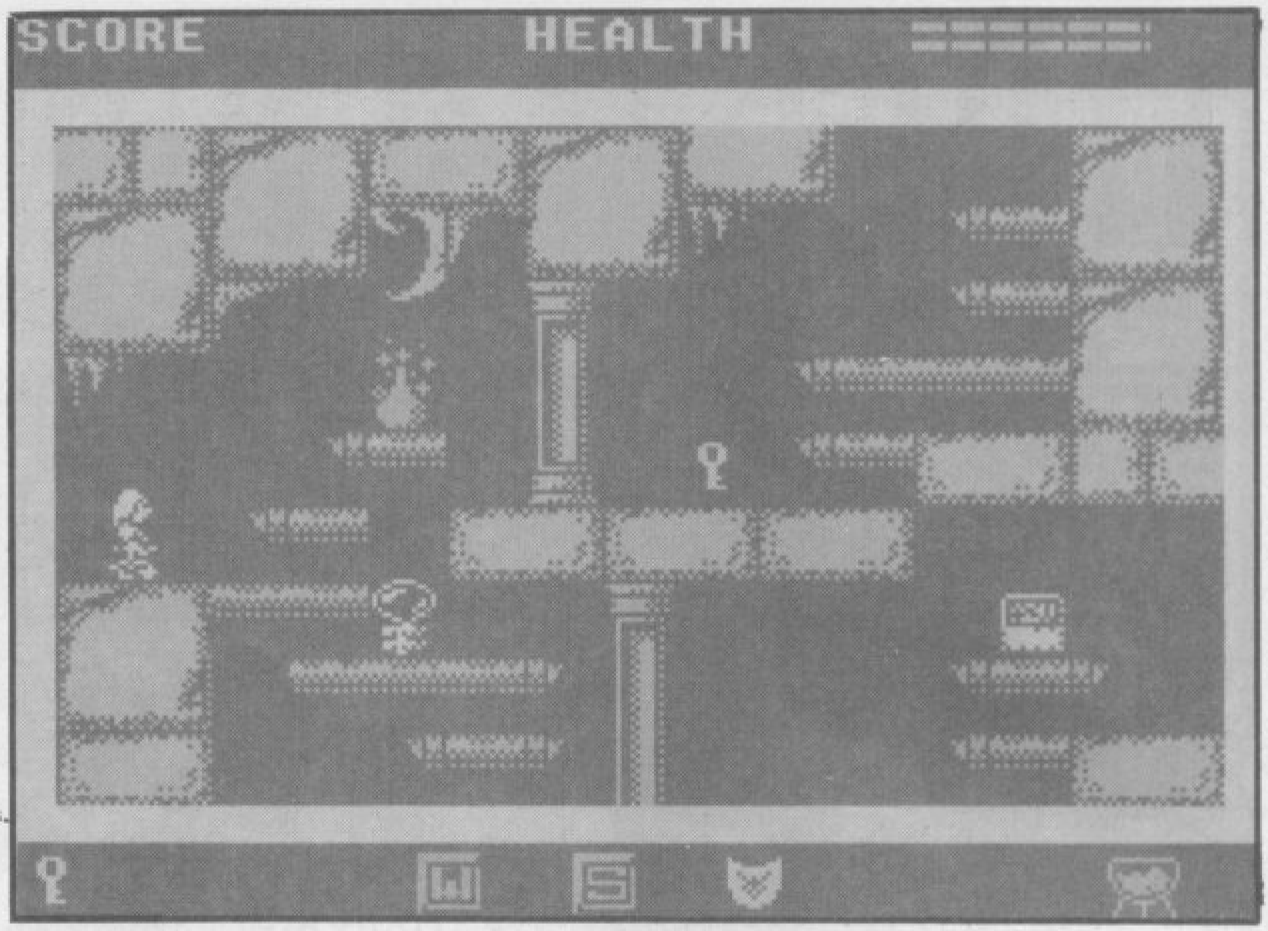
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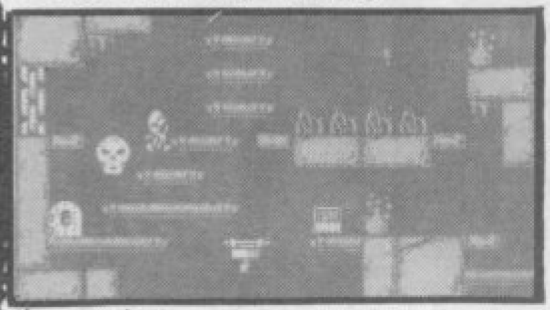
GAMES REVIEW!



My dears, believe me, it's a terrible life being an elf. Not only do you have to fight off the mighty forces of evil armed with only the most twee weapons, but you never seem to be able to find a hairdresser when you need one.

Take this *Elven Warrior* affair. It was the usual tedious business; I had to find four potion bottles and return them to the cauldrons from whence they came ('From whence' - that's the way elves are supposed to talk. In fact we talk just like anyone else, my dears.)

Anyway, these pansy potions. According to Him Upstairs, the idea was to find them all and gain the Book of Immortality (and you can buy that at any branch of W.H. Dwarfs, as any fool knows.) But along



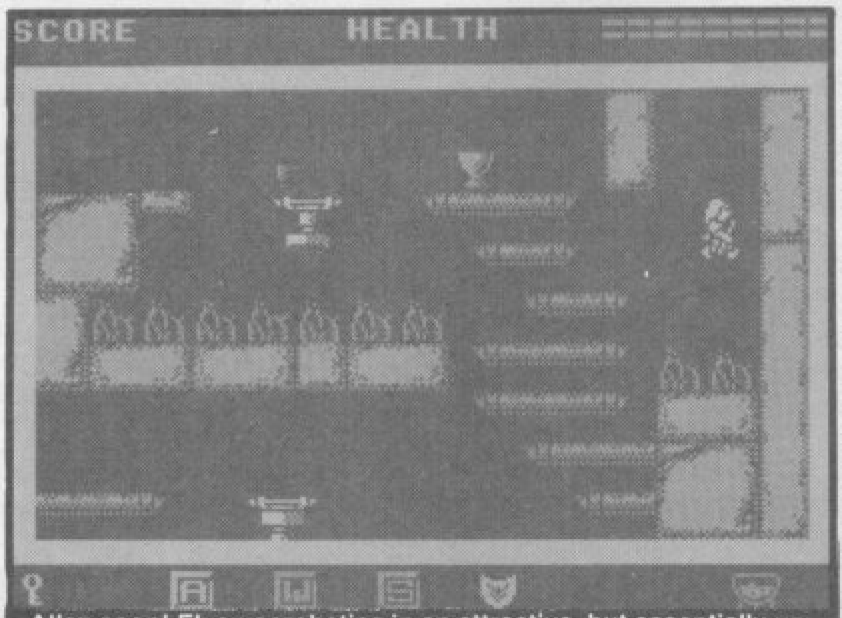
ELVEN WARRIOR

the way there were the usual oh-so-dreary hazards to contend with; zombies, flying eyes, black knights, lizard men, deadly spikes and pits of water. My dears, my hair was simply RUINED! I suppose there was some excitement when secret doors opened and the landscapes changed each time I returned to a cauldron, but one has simply seen it all, too too often...

There were some consolations. The scenery was nice. You know, rolling hills, quaint cottages, vines to climb from level to level (when I could find them), broken -down crucifixes, dank caverns, sinister dungeons... well, those bits weren't so charming. The background music was perfectly sweet, though. But the intellectual level of these zombies! I'm sure not one of them would know Jean-Paul Gaultier from his sit-upon. I genuinely believe I was doing them a favour putting them out of their misery - shooting them with my meager supply of arrows, then swapping to more stylish weapons such as staffs and stealth axes which dispose of a handful of them without making an unsightly mess on the carpet.

Well, I might not have been able to find a hairdresser, but there were plenty of arrows, food packages and treasures along the way, and apart from tearing my tights leaping from plateau to plateau and dodging those flying eyes, mad skulls and energy balls, things could have been a lot worse.

But there must be more to life than this endless repetitious adventuring, so my friend Percy Pixie and I are planning to run away to eastbourne and open a little tearoom. It should be a lot safer than this *Elven Warrior* malarkey, and about as exciting.



Allez ooop! Elven acrobatics in an attractive, but essentially unfulfilling adventure. Even the platforms of doom fail to liven things up.

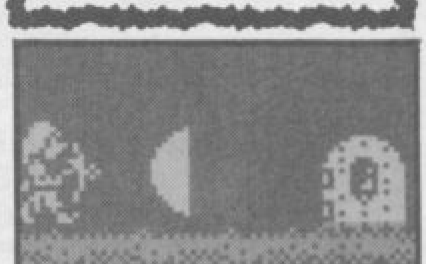
BUDGET FAX BOX

GRAPHICS	PLAYABILITY
85	75

Label: **Players Premier**
Author: **Duncan kershaw** Price: **£2.99**
Memory: **48K/128K**
Joy stick: **various**

Pretty, but simply too too boring my dears

OVERALL: 59



KICK OFF



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C+VG HIT! SIZZLER

KICK OFF SCORES WITH REVIEWERS

5 STAR GAME — machine STAR PLAYER

* CVG - OVERALL 88% - Most playable soccer simulation in binary history. Realism is the name of the game. HIGHLY RECOMMENDED.
* ZZAP - OVERALL 96% - So Realistic, So Fun, Soooo Addictive. Boots all other football simulations over the crossbar.
* AMIGA FORMAT - GOLD - OVERALL 91% - The best football game on the Amiga todate.
* THE ONE - OVERALL 88% - The game is such a joy to play. By far the best to appear on 16 bit. It is all over bar the shouting.
* POPULAR COMPUTING WEEKLY - OVERALL 94% - The opposition gets blown away by the utter brilliance of KICK OFF, which has the proper options and the best gameplay seen in any football game.
* THE ACE - A great football game that will have you queuing up for a season ticket.
* NEW COMPUTER EXPRESS - KICK OFF is simply the best football sim. we've played on any micro. It's fast, furious and immense fun. Go and buy it.
* THE GAMES MACHINE - OVERALL 87% - Best 16 bit soccer simulator yet. True football skills are needed in every sense of the word.
* ST USER - OVERALL 9 - The whole game is a complete delight to play and immediately addictive. This is one of the fastest and most exciting action games around and it just has to be the best football simulations yet.

PLAYING IT IS EASY - MASTERING IT WILL TAKE TIME - A LOT OF TIME



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DIZZY FANTASY



I thought I could probably review this one without actually playing it (as certain computer magazines do, hem-hem no names mentioned.) So let's give it a go and see how it comes out.

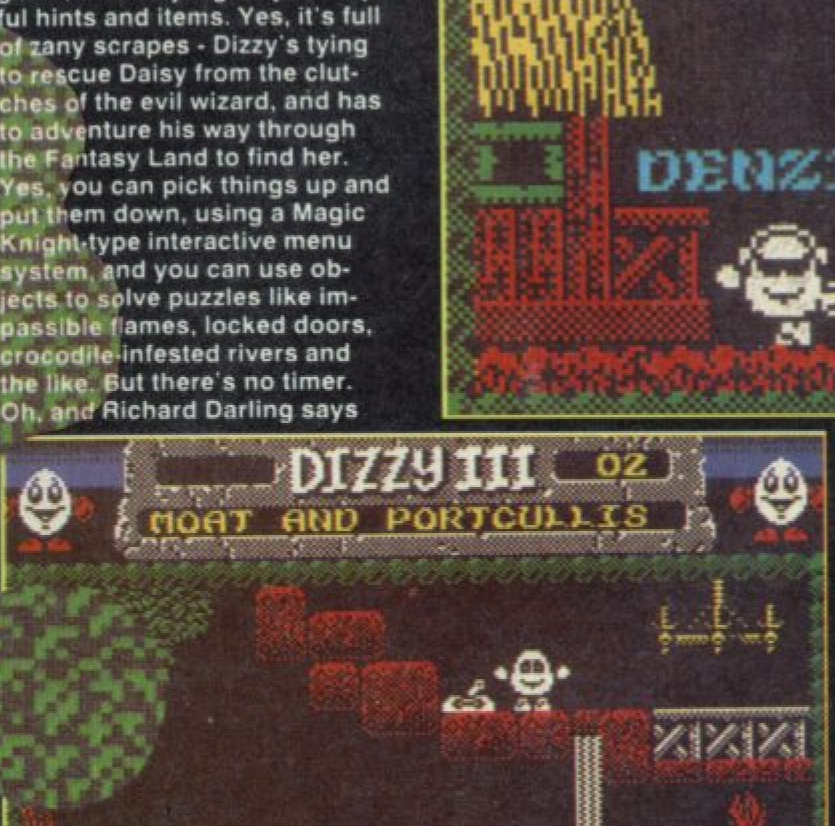
"Heeeeey! It's that whacky egg-shaped loon Dizzy, the ovoid oddity who's always getting into zany scrapes. Join him in the third Dizzy adventure, sequel to the Oliver Twins'Dizzy and Treasure Island Dizzy, as he searches for lots of bits of something hidden throughout dozens of crazy loopy backgrounds. Pick things up! Put them down! Avoid things! Jump over things! And do it before the timer runs out, or you'll be a scrambled egg. Richard Darling sez it's tremendous!"







Well now, let's see how close we got. Yes, Dizzy's in it, but so are the rest of the Yolk Folk family, Daisy, Denzil, Dylan, Dozy and GrandDizzy - each of whom has a whacky, zany personality of his (or her) own. You'll meet them scattered throughout the game, and they'll give you helpful hints and items. Yes, it's full of zany scrapes - Dizzy's tying to rescue Daisy from the clutches of the evil wizard, and has to adventure his way through the Fantasy Land to find her. Yes, you can pick things up and put them down, using a Magic Knight-type interactive menu system, and you can use objects to solve puzzles like impassible flames, locked doors, crocodile-infested rivers and the like. But there's no timer. Oh, and Richard Darling says



Flick the switch! Flick the switch!

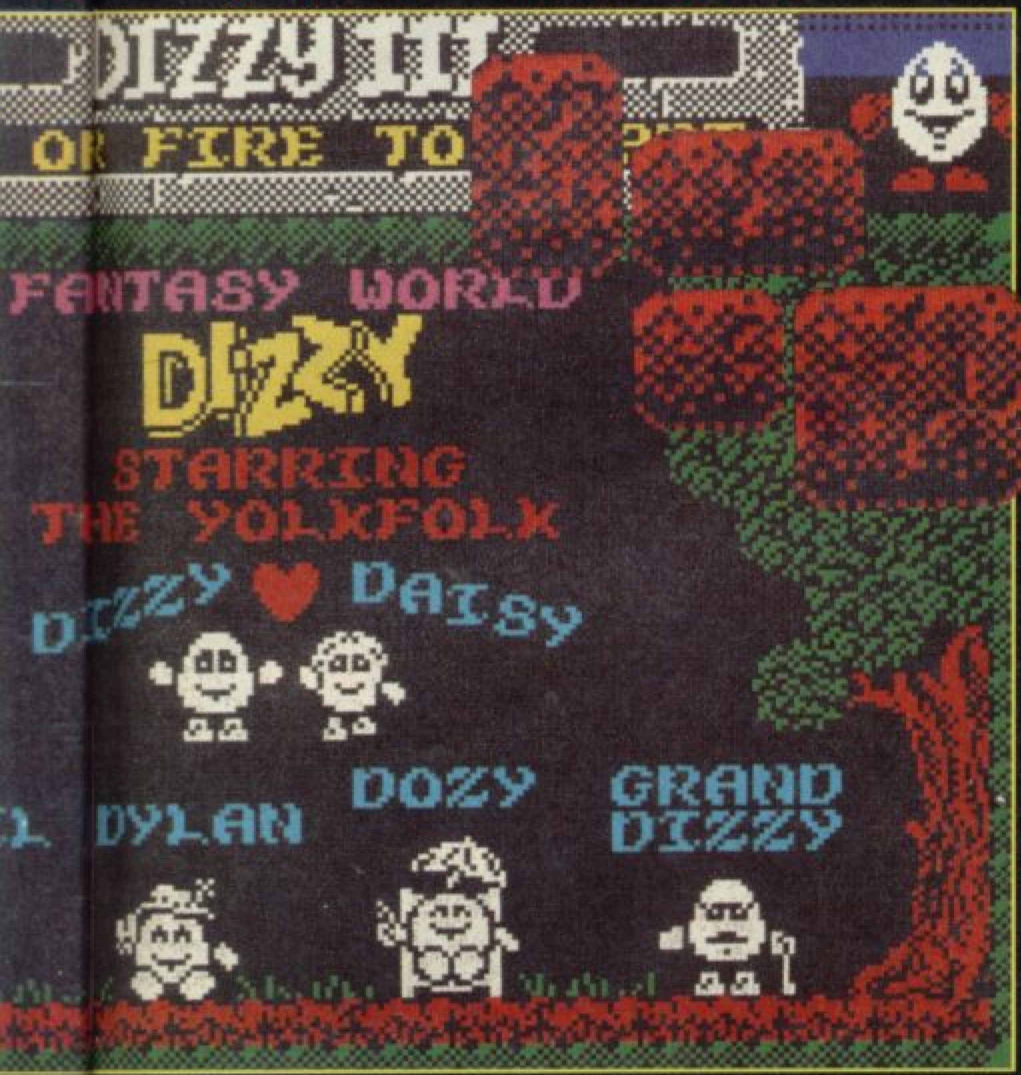
ZY 3:
Y WORLD

GAMES REVIEW!



it's "fantastic", not "tremendous".
Dizzy is his old lovable self, scuttling along the ground and spinning through the air like an Edwina Curry reject. The backgrounds are nice and colourful, there are big objects like food, drink, coins and tools to pick up, and there are nice little touches of animation like rippling streams and flickering flames.





So Dizzy III, Fantasy World, is very much the same menu; as before; but there's more of an interactive adventure element to it than usual. For instance, on the opening screen, you pick up an apple, put it down in front of the troll guarding a door, and you get a series of dialogue boxes; "Ooh, for me, how generous, I'd like to let you through the door but the King would torture me. But you can use that jug of water to put out the flames." So with the aid of that little hint you get through to the next chamber. What with ravenous rats, fierce flames, callous crocodiles, and other alliterative adventures to survive, Dizzy III is more entertaining than it sounds. Obviously the Oliver Twins have had enough experience in the graphics, animation and game design fields to give the whole thing a very professional finish; it might not be the most original game in the world (in fact it might be the least original) but it's a perfectly good little pot-boiler, or egg-boiler if you prefer.

JIM SEZ: 75%

"Cor blimey, it's the same as all the others. Still, they were OK weren't they?"



Hurrah! Our intrepid egg gett mauled to death by a huge rhino. Where's the ticker-tape?

ARCADE REVIEW

FAX BOX

DIZZY III - FANTASY WORLD
*FAXBOX Label:*Codemasters
Author:Oliver Twins
Price:£2.99 Joystick: vari-

GRAPHICS	SOUND
69	60
84	89
PLAYABILITY	LAST ABILITY

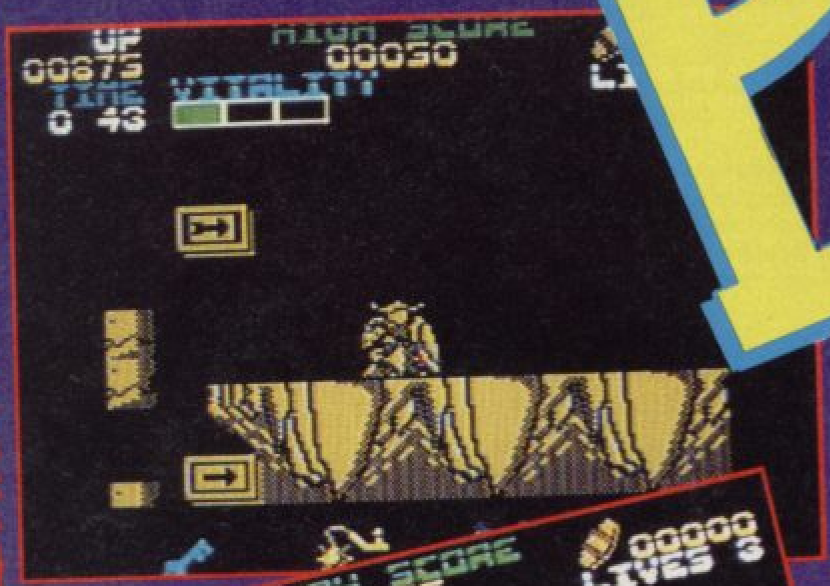
Plenty of eggy fun, recommended for hard-core Dizzy fans only

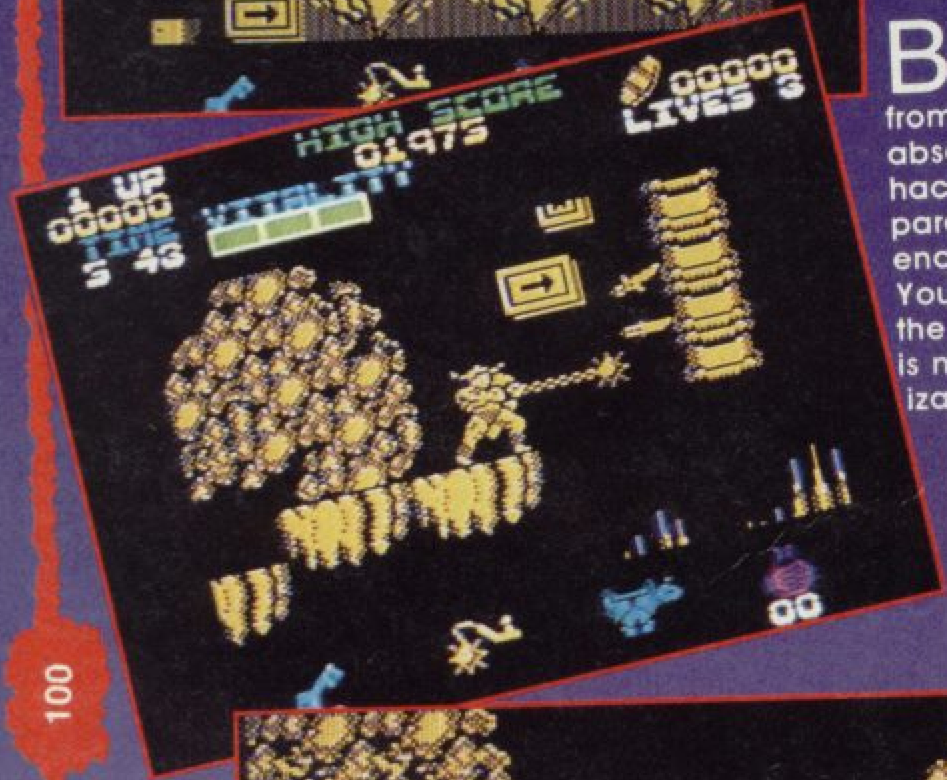
Reviewer

OVERALL 81

10 20 30 40 50 60 70 80 90

PRE-V





Black Tiger will be leaping onto a screen near you around February when it will be the latest release from the stables of US Gold. And guess what? It looks absolutely fab and includes a generous helping of hacking and slashing and general viciousness unparalleled throughout the course of human existence.

You are Black Tiger and it has come to you to change the destiny of the world by killing three dragons. This is no easy task as they're 3 of the meanest looking lizards you ever met and so to help ol' Black Tiger in

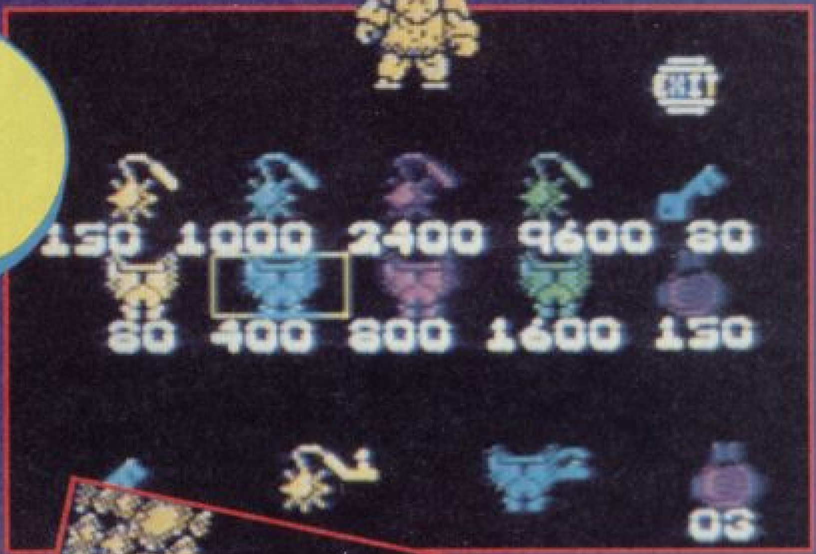
BLA TIG







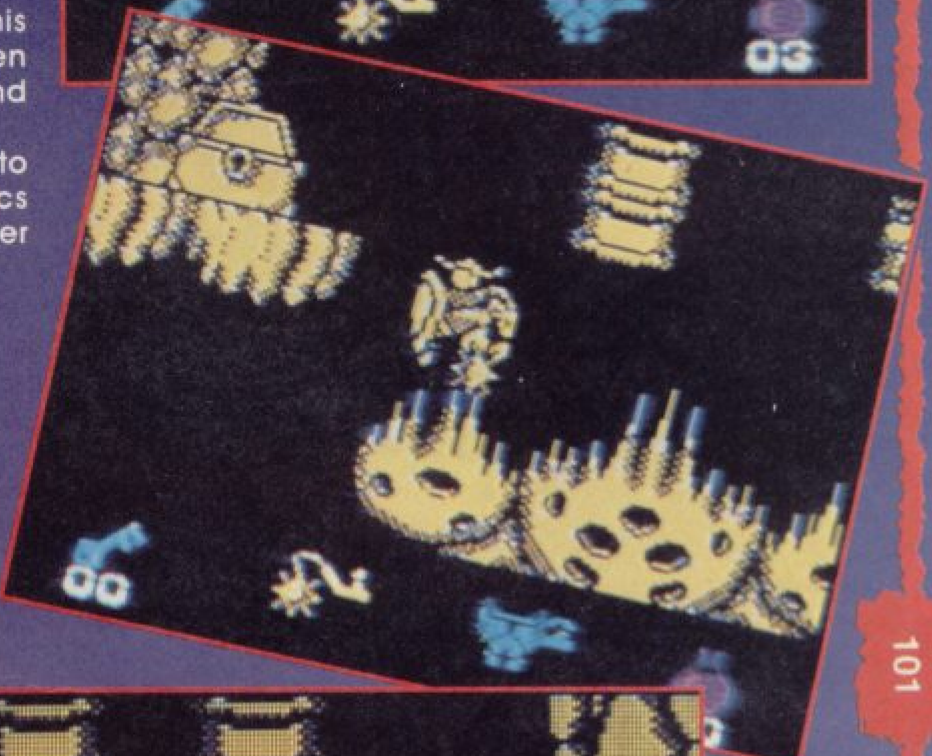
VIEWS



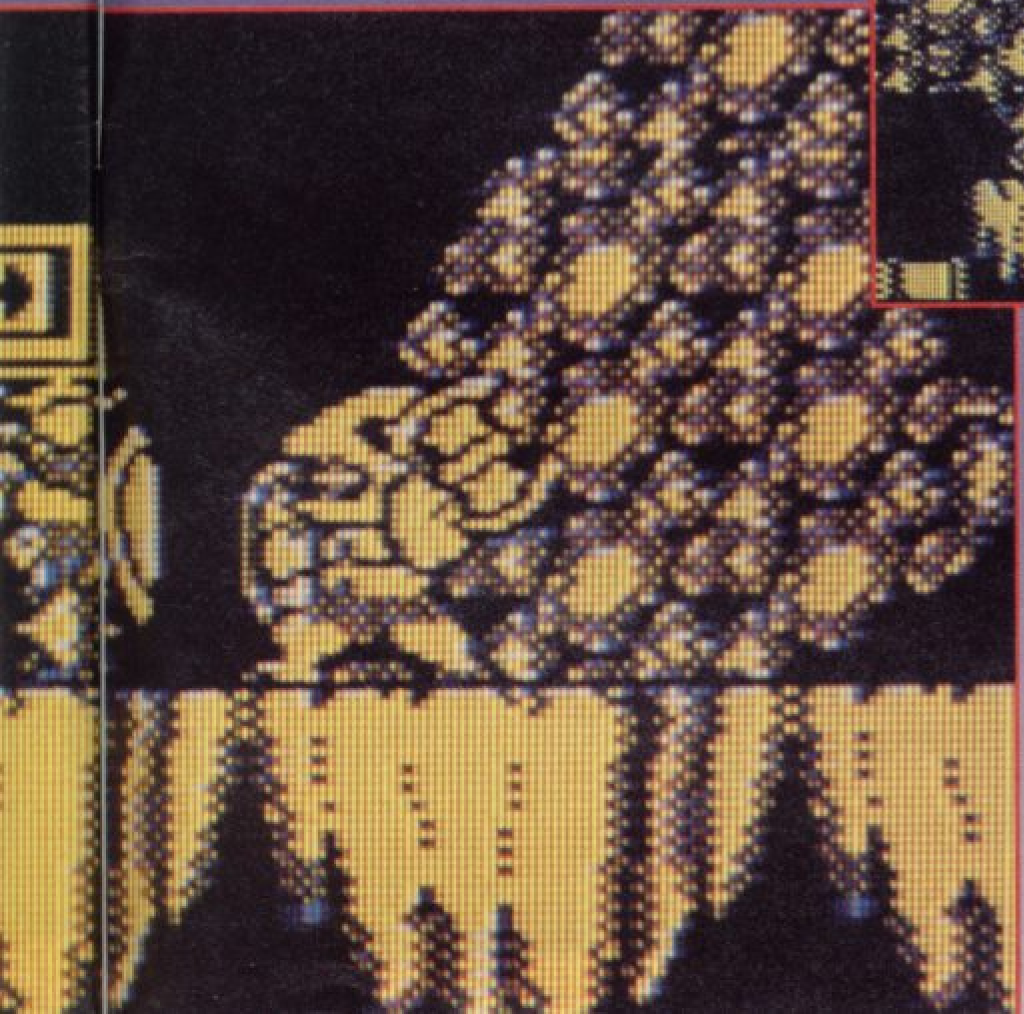
his quest, he can collect coins as he goes about his murderous task and spend them in shops Forgotten World's style, to get extra Armour, weapons, food and potions to add to his vitality.

Interested? I should coco. Well, you can horlicks to this one for yourselves - so just drink in the graphics and keep your eyes peeled for the full review in a later issue.

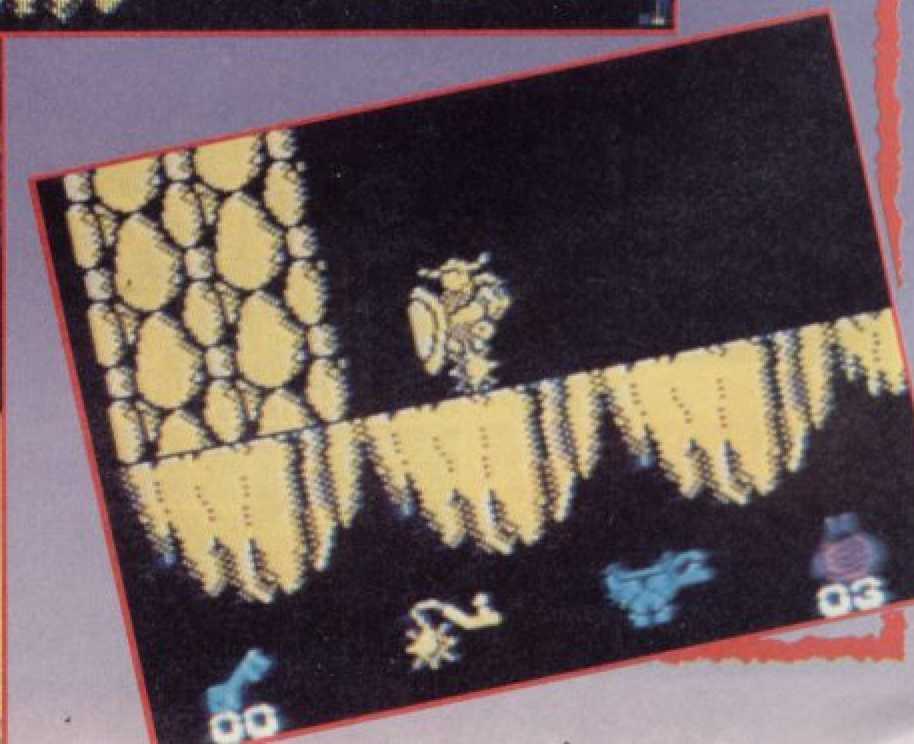
Author: US Gold
Streetdate: February
Price: £8.95



ACK
GER

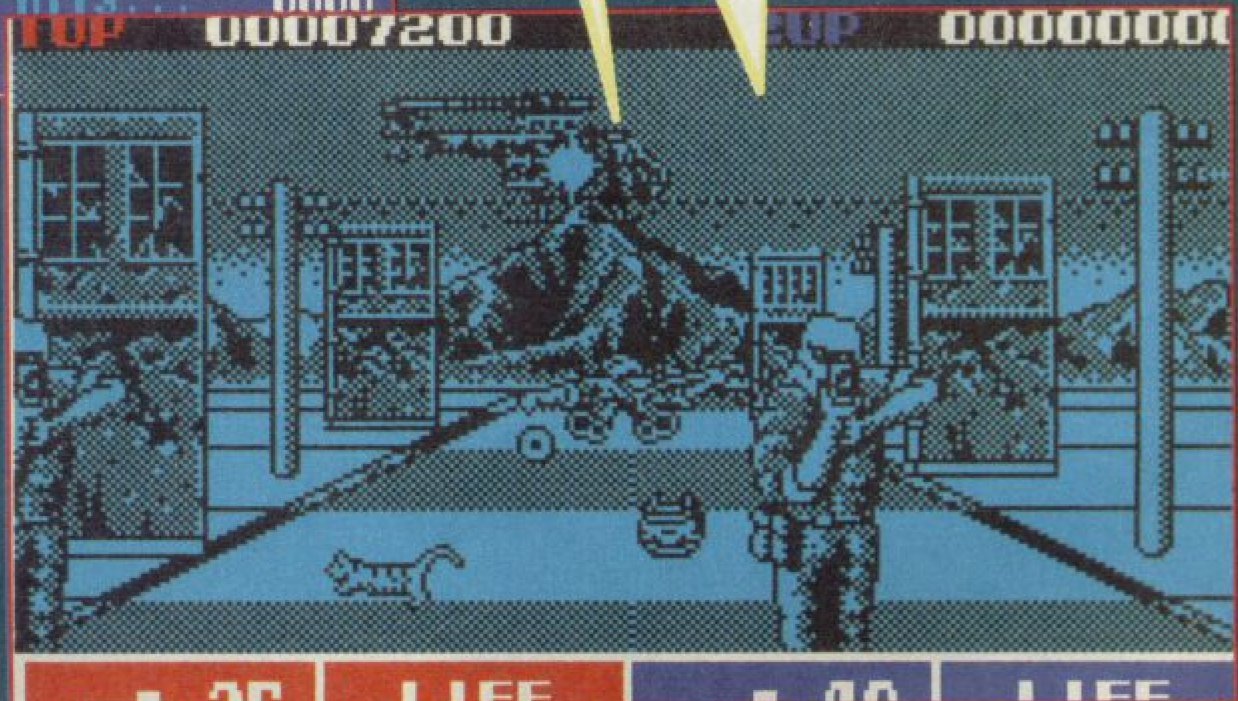








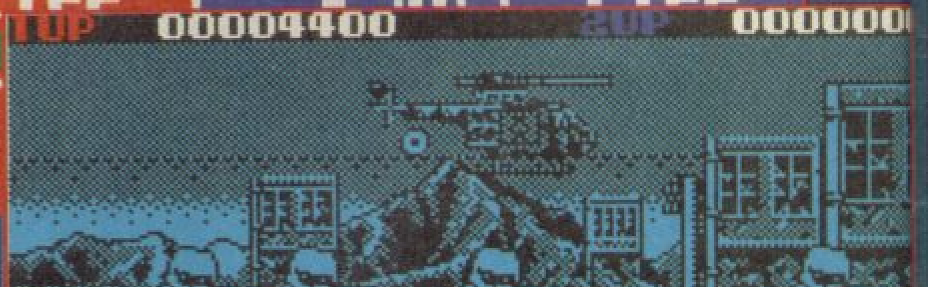
OPER THUNDE



A DC10 en route from Paris to Boston has been hijacked! Fiendish Arab terrorists hold the passengers hostage in Africa! A rescue operation is swiftly launched, and there's only one man who can possibly pull it off - Clinton Jawgrinder! Unfortunately he's visiting his aunt Maude in Timperley, so the job falls to Roy Adams. Who? I thought he was the Minister of Herrings, or something, but no, he's the hero of coin-op classic Operation Wolf, and now the spectacular sequel, *Operation Thunderbolt*.

Now loads of people said "Naaah, Operation Wolf, it can't be converted, they'll never do it", but of course they were wrong, they did, and dead good it was too, dead being the operative word considering the truly sponditious amount of shooting involved. Although nothing could quite recapture the excitement of having your own juddering Uzi sub-machinegun as mounted on the coin-op, the graphics were fab and the action non-stop. But Operation Thunderbolt, with its double machine guns and 3-D routines - HOW COULD THEY POSSIBLY DO IT??!!

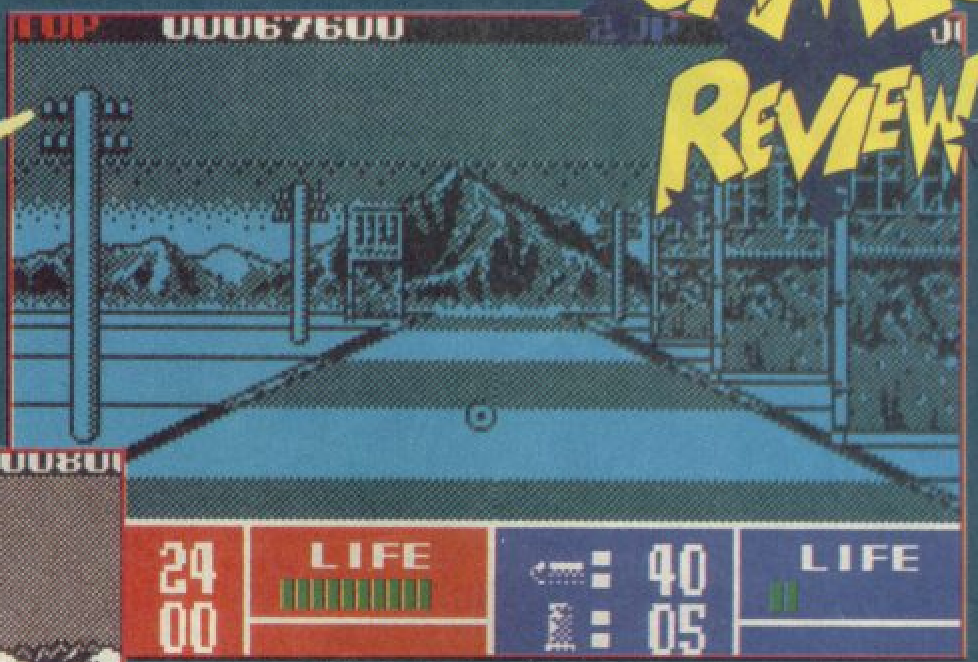
You'll be astonished to hear (unless you've seen last month's Megatape demo of *Operation Thunderbolt*, in which case you won't be a bit astonished) that this is an excellent conversion of the coin-op. OK, it's basically a reworking of Op Wolf rather than a whole new game, but the speed, the technical marvellousness and the sheer non-stop action make it a dead cert for the top of the charts.



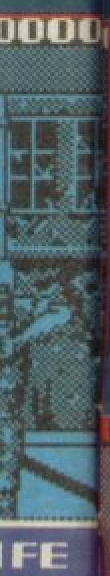


Op Thunder (as it's known to its friends) has eight levels of staggering violence; on the 48K they load one at a time, in 128K the first five load in one go, and the others as you get to them. Level One is mighty impressive - rather than the hordes of Arabs and helicopter gunships simply running from right to left, there's a perspective 3-D effect, soldiers, choppers and war-torn buildings moving past you as you press deeper and deeper into hostile territory. As with Op Wolf, the aim is simply to survive by gunning down everything that moves, including tokens which give you extra clips

ERATION
ERBOLT







of ammunition, extra rockets, medical aid, and special weapons.

The main special weapons are laser sights and a bullet-proof vest. If you don't get the laser sights, you can't see where the hell you're shooting; your initial gunsight is a single pixel, and you can only tell its position by the location of the small explosions your shots cause. So stick to the bottom of the screen, watch out for the pistol representing the laser gunsight, and zap it as soon as you the distance and your sight changes to a small circle, which makes it easier to deal the mayhem.

Frankly, although this element of the game is faithful to the coin-op, it's irritating to have to pick up a new laser sight each time you lose a life; it might have been better to START with the small circle, and move on to something more substantial.

Still, once you're tooled up, the carnage proceeds merrily. Keep an eye on your ammo counter, shooting magazines and rockets to refill; blast the helicopters a bunch at a time with your rockets, cut swathes through the soldiers and watch out for the cats. Cats? Yes, zap a passing moggy and it leaps realistically and more than likely leaves behind a bit of ammo or a power capsule.

Work your way through to level two and you'll find it pretty similar to Op Wolf, with the Arabs lurking in blockhouses, popping out of windows to attack you with rockets. I particularly liked the little man in the background who throw huge menacing handgrenades which spin towards you. Level three sees you in a jeep; in level four you must shoot the locks off doors without killing hostages, and defeat a heavily-armed officer; level five takes place in a boat, and so on. I don't honestly see how one player will ever get this far; in two player mode, with one concentrating on the top half of the screen and one on the bottom, you might just manage it.

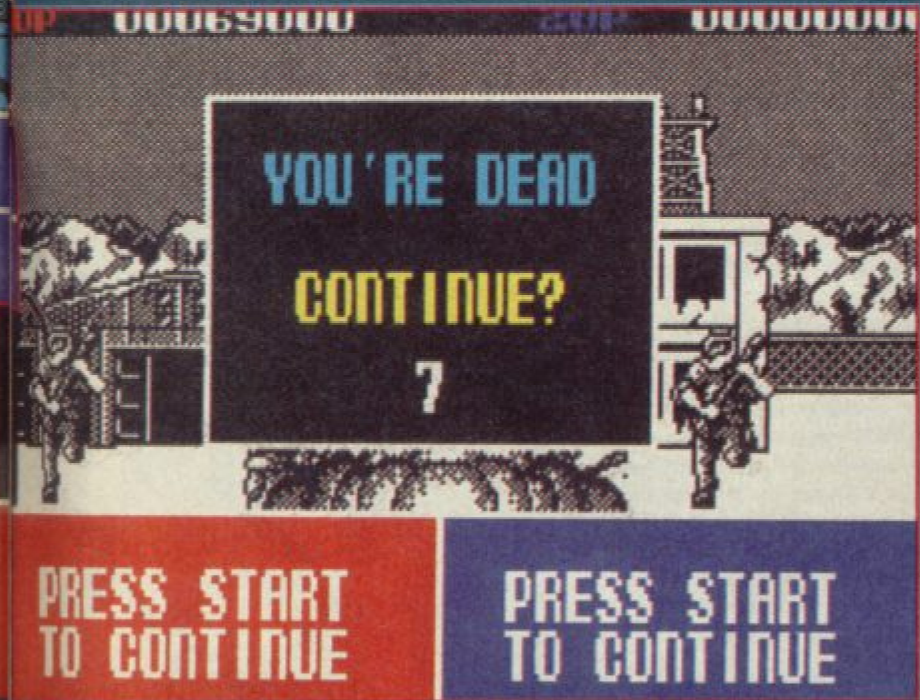
SINCLAIR USER CLASSIC

Between each level you get an assessment of your performance in terms of targets hit and percentage of good shots; I rarely got above 30%, so there's obviously room for improvement. In two player mode, if one player loses a life, he presses a restart button to re-enter the game at any point; joystick and key controls are very flexible, but it is a bit annoying having to neglect the joystick and hit the keyboard to fire a rocket at a crucial moment.

There's no real element of strategy to Op Thunder, unless you count the need to avoid running out of ammo by holding the fire button down and just shooting it all off in one long squirt.

Operation Thunderbolt is dead hard, not just in the "See you Jimmy you spilled my pint" sense, but also in the "reely reely difficult" sense, so if you splash out on it you'll certainly get your money's worth.

JIM SEZ:
90% "Lovely lovely lovely, but I'm not too happy about this 'invisible sights' business"



ARCADE REVIEW

FAX BOX

Close as you like to the coin-op, a masterpiece of mayhem

GRAPHICS	SOUND
95	80
79	95
PLAYABILITY	LAST ABILITY

Label: Ocean Author: Andrew Deakin/Ivan Horn Price:£8.95
Joystick: various

Reviewer

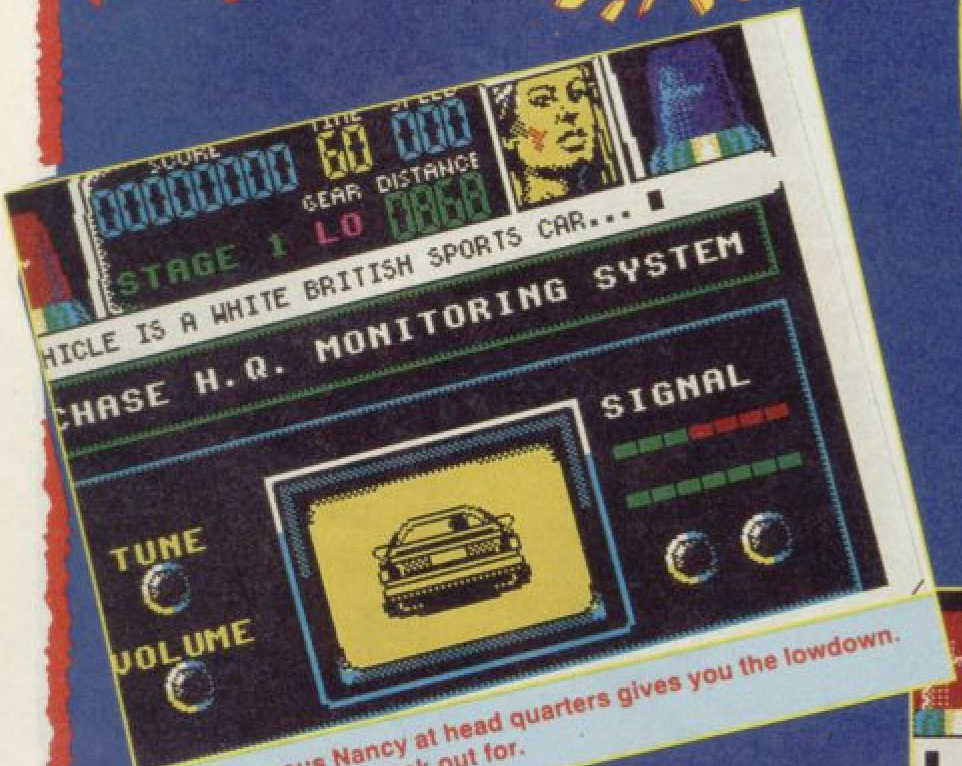
10 20 30 40 50 60 70 80 90

OVERALL **92**

GAMES REVIEW!

SINCLAIR USER CLASSIC

CHASE H.Q.



The gorgeous Nancy at head quarters gives you the lowdown. This is the guy to look out for.

"Let's go, Mr Driver!" It has to be said, that it ever there was a moaning, spazzy character in any game, your *Chase H.Q.* co-driver wins the prize. He's full of useless exclamations like "Bear down!" and "Harder harder!" What with him spoiling his trousers every time you hit the turbo button and Nancy at head-quarters moaning and suggesting that you've picked the wrong job, no wonder they say a policeman's lot is not a happy one.

It's good news, then, to discover that you've got one of this year's best driving games full of action, drama and astounding speed to keep your mind off the down side of the job.

Chase H.Q. was an arcade favourite last year, and its transition to the Spectrum was predicted by some as utterly impossible. However, bearing in mind the capabilities of the machines concerned, I reckon that the Speccy version is by far the best, beating Atari ST and Amiga hands down on both graphics and gameplay.

The aim of the game is to track down deadly criminals who are racing from one side of America to the other in an attempt to flee the scenes of their odious crimes. Behind the wheel of a Porsche 928, you hurtle down the highway in hot pursuit of the bad guys up ahead. Once you manage to find them (often with a little help from a following helicopter) you have to barge into them repeatedly and run them off the road. It's always good to have a big chopper helping you from behind. Ooer.

Once off the road, you can then proceed to nick the driver. Nancy at head quarters will then tell you who's next for the rubber hose treatment in the back room, and what sort of car they're driving for easy identification.

As you belt around the countryside, infuriatingly dithery innocents drift around the track - sorry - road, getting in the way. Bloody civilians. Thankfully, there's absolutely no penalty for crashing into these drivers, except it slows you down a bit. Just like the real thing.

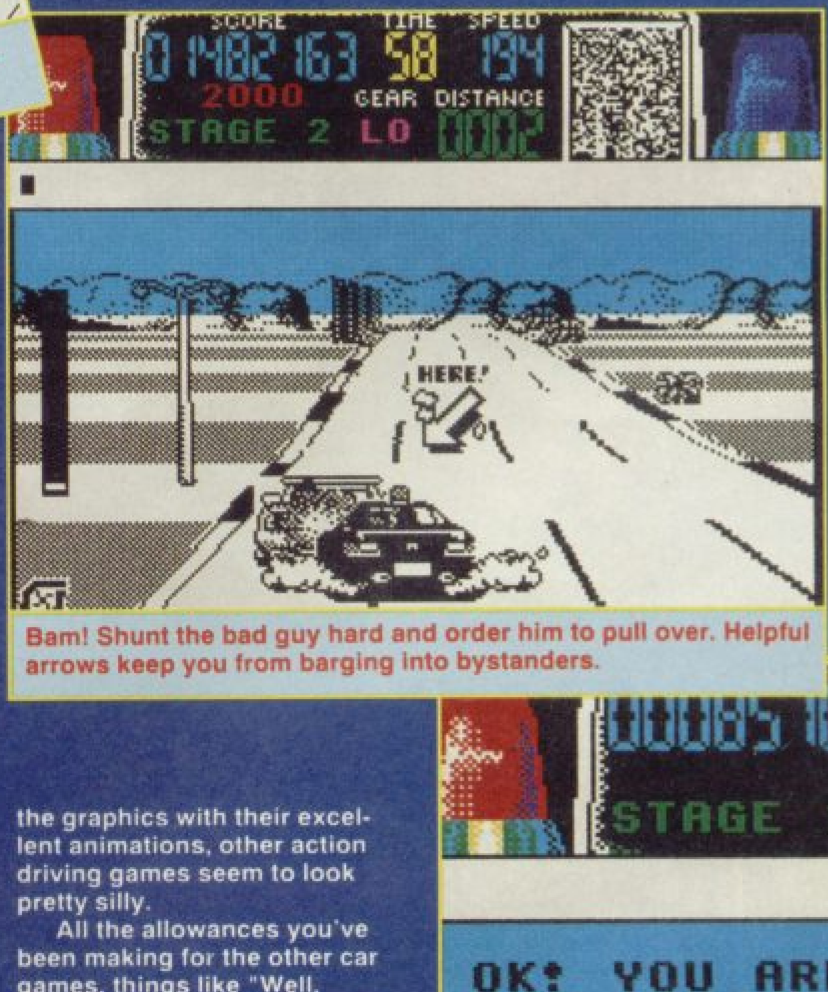
While the chase is in progress, it's easy to pay scant attention to the fantastic surroundings. It's really only when someone else is playing, or you're watching the demo that you notice the astounding undulating hills, the ultra-smooth scrolling and the excellent speech (128K only).

When you look at *Chase* moving as quickly as it does, choc-a-black full of gameplay tuned to the finest degree, all the graphics with their excellent animations, other action driving games seem to look pretty silly.

All the allowances you've been making for the other car games, things like "Well, there are a lot of objects, so it's bound to be a bit slow", or "It doesn't really matter what it looks like so long at the gameplay is there" seem a little bit daft.

When you see and play Chase, you realise that there simply aren't any excuses. It is possible to do everything without compromise.

Finally, a driving game without any flaws. Nail-biting, tyre squealing action right to the very end. If you're not bowled over by Chase, you're off your rocker.



Bam! Shunt the bad guy hard and order him to pull over. Helpful arrows keep you from barging into bystanders.

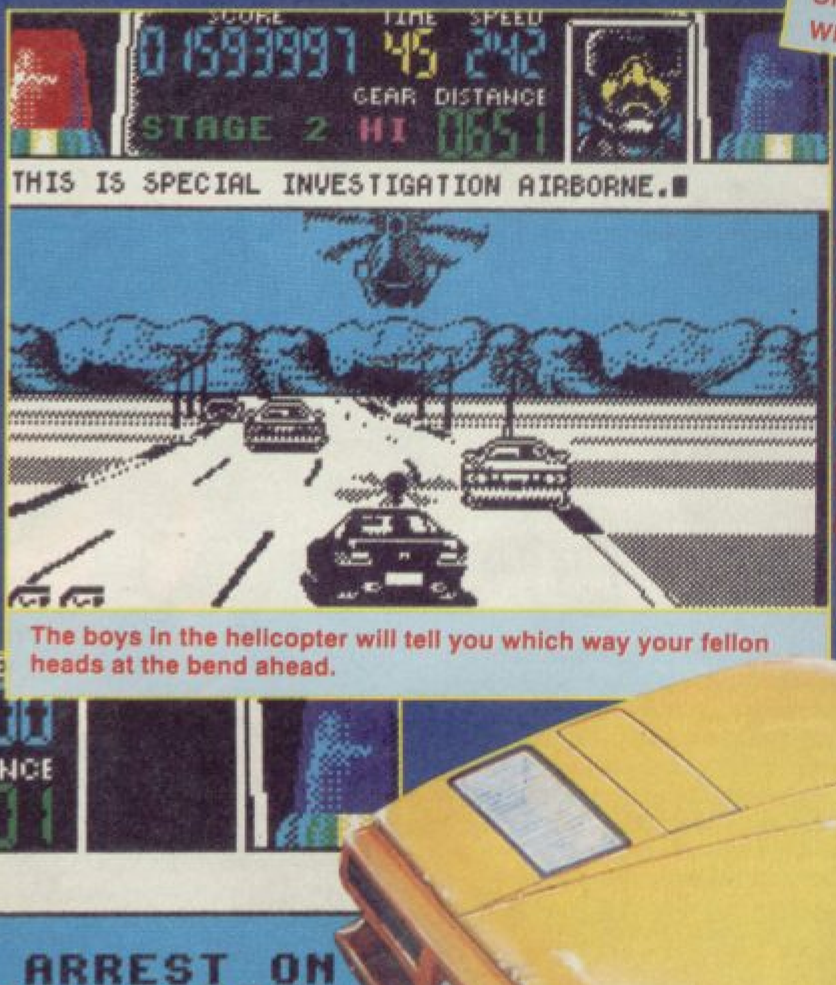


ASE
.Q.E

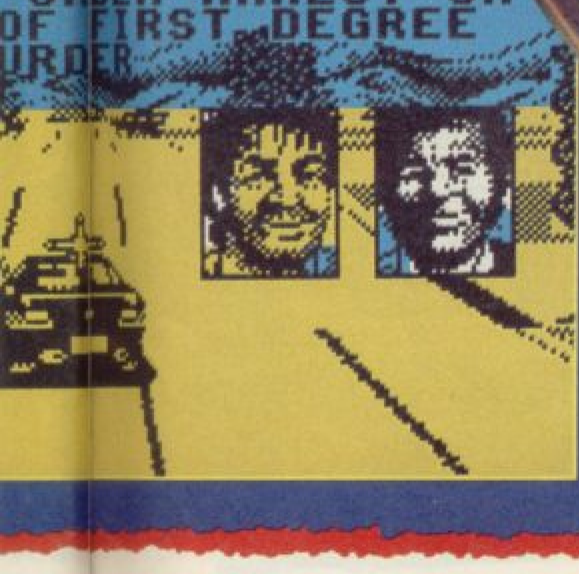




Only 2 units away from the bad guy and the clock runs out! What a day.



The boys in the helicopter will tell you which way your fellon heads at the bend ahead.



ARCADE REVIEW — FAX BOX

Label: **OCEAN** Author: **In house** Price: **£8.95** Memory: **48K/128K**
Joystick: **various**

GRAPHICS	SOUND
93	80
98	97
PLAYABILITY	LAST ABILITY

Absolutely incredible. The best driving game ever. Superb.

Reviewer: [signature]

OVERALL **96**

10 20 30 40 50 60 70 80 90





FOOTBALLER OF THE YEAR 2

You'll either be over the parrot or as sick as the moon to hear that yet ANOTHER football management game has been released, or should that read 'has escaped'.

My opinion on football games has been recorded often enough; even if I was a mad keen footy fanatic, which I'm not, I wouldn't want to see another soccer management game as long as I live. How many more variations can there possibly be on the "choose team, buy player, play match, sell player" theme?

So you can imagine the enthusiasm with which I approached Footballer of the Year II - not only a soccer management game, but a SEQUEL to a football management game.

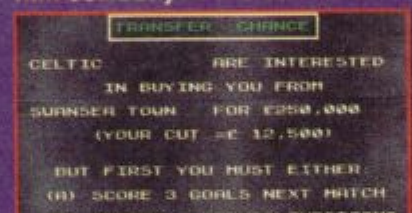
At first it's not altogether obvious that this is a new game at all. The aim's the same; you're playing for your own glory, scoring as many goals as possible to make yourself an attactive transfer prospect for teams higher up the league table. Move from one team to another, from one match to the next, until you're voted Player of the Year. The opening icon-driven menu is certainly familiar; the globe representing your team's league and international records, the player's head for your own performance, the tape save/load icon, and the match-play boot. Two new options are the transfer page and the trivia option.

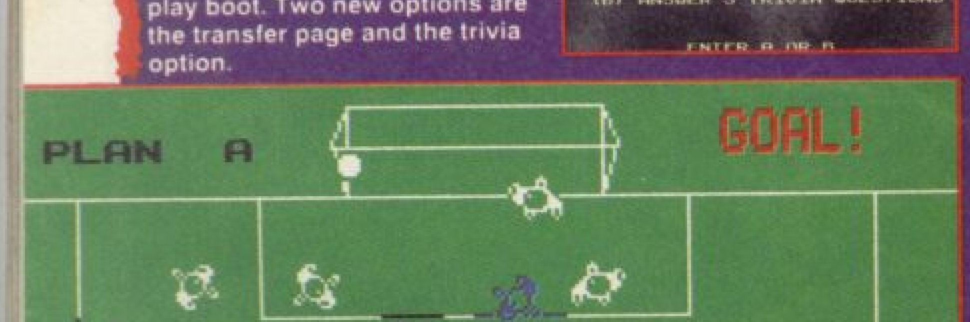
The trivia quiz allows you to boost your funds by gambling money on answering multiple-choice footy questions, within a time limit which depends on the difficulty level you choose. If you get the first one right you see a hypothetical football (that's like a real football, but flatter) zoom into a hypothetical net (more holes) and then you can choose double or quits. And why do you need all this money? It's not to get your hair permed or to open a boutique, no, it's to buy goals. HUH? I knew the football league was fixed, but I didn't realise it went this far.

Each time you opt to play a match, to score a goal you must buy a "goal card", the cost of which depends on the level of the match. Even then you're not guaranteed to score; if you choose to play a goal card during a match, you see a blackboard drawing of the tactics chosen for that goal. You have to remember the position of the goalscorer, and use the keyboard or joystick to position him correctly in the action replay if you hope to see the leather slam into the back of the net. The top-down graphics here are minimal, and the whole business seems like a bit of a palaver. It hardly draws on all your hard-won footy skills and split-second timing: it's more a matter of whether you can remember the patterns. In any case, you aren't allowed to score more than three goals per match. Try telling that to Roy of the Rovers!!!

My idea of a football game is lots of little men running around a pitch kicking some pixels about. My idea of a football management game is the same thing, only you get to choose the players first. My idea of Footballer of the Year 2 is that you shouldn't bother with it, unless you're so addled by soccer mania that you'll buy anything with the word Football in the title.







GARTH SEZ: 75 %

"A limited improvement on a skill oldie, but a logical progression for any FOTY fanatics."



FAX BOX

Label: Gremlin Graphics Author: In-house
Price: £8.95 Joystick: vari ous
Reviewer: Chris Jen kins

GRAPHICS	SOUND
59	58
59	50
PLAYABILITY	LAST ABILITY

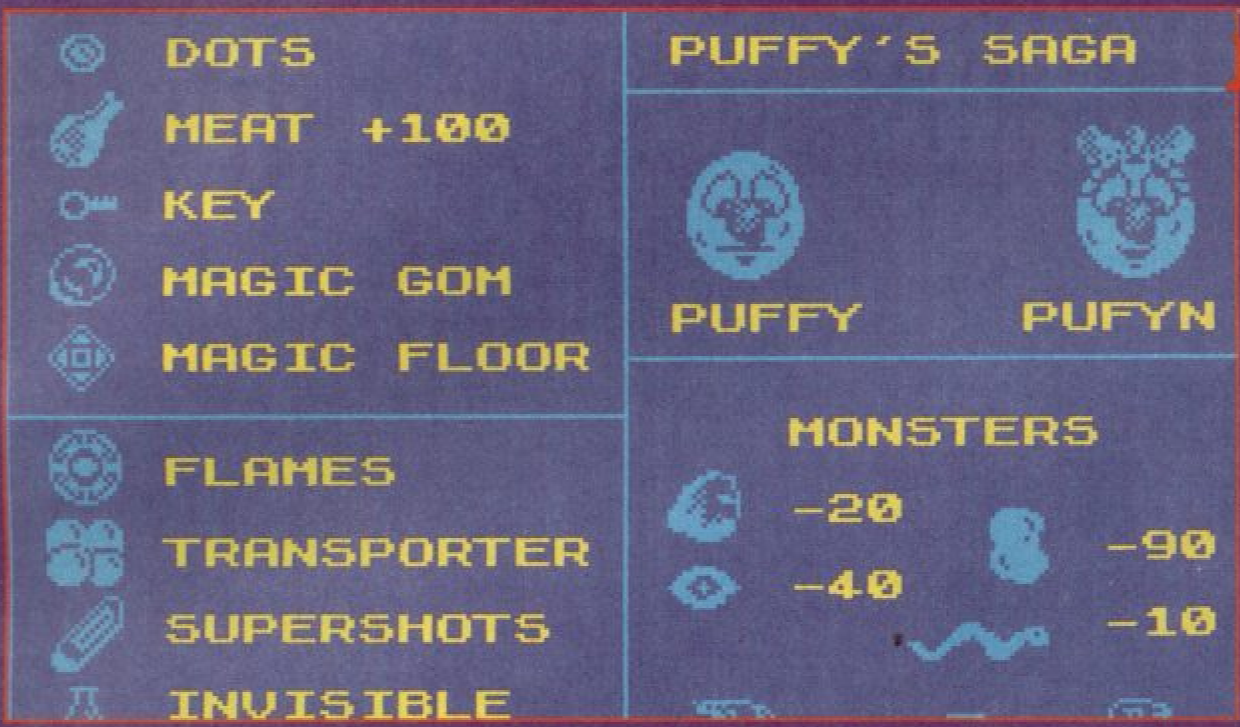
More a trivia/memory test that a footy game; kick it firmly into touch

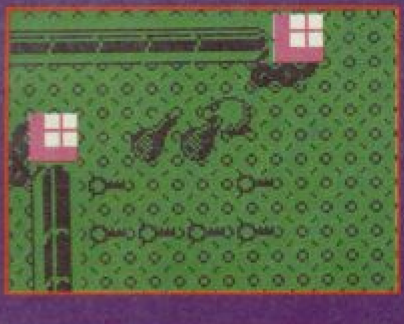
Reviewer:

OVERALL 55

10 20 30 40 50 60 70 80 90

106





[P]UFFY'S [S]AGA

Zut alors! Que-est-ce que? C'est Puffy's Saga from Ubisoft and it looks to all intents like a Gauntlet a la Francais. Problem is though, it doesn't play like one and the incredibly difficult gameplay makes it nearly impossible to want to play the game for more than half an hour.

And what do you have to do with the time that you have during the game? Well, it's all a bit sketchy but let's be British about this and give it our best shot.

At the beginning of the game you choose either Puffy or Pufyn (who is the girly version of the two), and must then make your way along the Gauntlet like levels, avoiding various nasty monsters that range from Pac man lookalikes to ruddy great monsters that look as if they could eat a horse for breakfast and only leave the hooves.

Puffy (or Pufyn), who both happen to look like Ribena blackcurrants, meander along the mazes and corridors firing at nasties as they home in on them. If an 'orrible petit monster catches our hero, then it will drain health points from them. Just like Gauntlet so far, so what's the problem then? Well I'm glad you asked that my petit bag of chicken giblets, 'cos the main problem with the game is that if even a single monster catches you then it's really difficult to shake them off. Whilst this may be an accurate simulation of your chances of releasing the grip of a homicidal maniac as he rips your throat open with his bare teeth, it never the less makes the game frustrating to the extreme and as I always want to be entertained by a game I find this just a little too hard to swallow (with or without an intact throat!)

Anyway, on with the game. Try as I might, I can' say anything about later levels because I found it all far too hard for even a seasoned (salt and French mustard), veteran like myself. But, as you pick your merry way along, there are oodles of goodies to pick up - Magic Gom's, Supershots, Levitation, Keys, Invisibility potions, Legs of (British?) meat which add to your health. Health? Oh yes! I said it was like Gauntlet, perhaps I should have said it was Gauntlet but had been written in French. Problem being, as with the game's sampled speech, it's lost so much in the translation as to be virtually unrecognisable and sounds as bad as it plays.

ARCADE REVIEW

FAX BOX

Puffy's Saga Label: Ubisoft
Author: In House Price: 8.95
Memory: 48/128K Joystick: Various

GRAPHICS	82
SOUND	78
PLAYABILITY	54
LASTABILITY	48
OVERALL	62

The game plays like a dead frog and no amount of resuscitation can breath any life back it to it.

Reviewer: Garth Sumpter

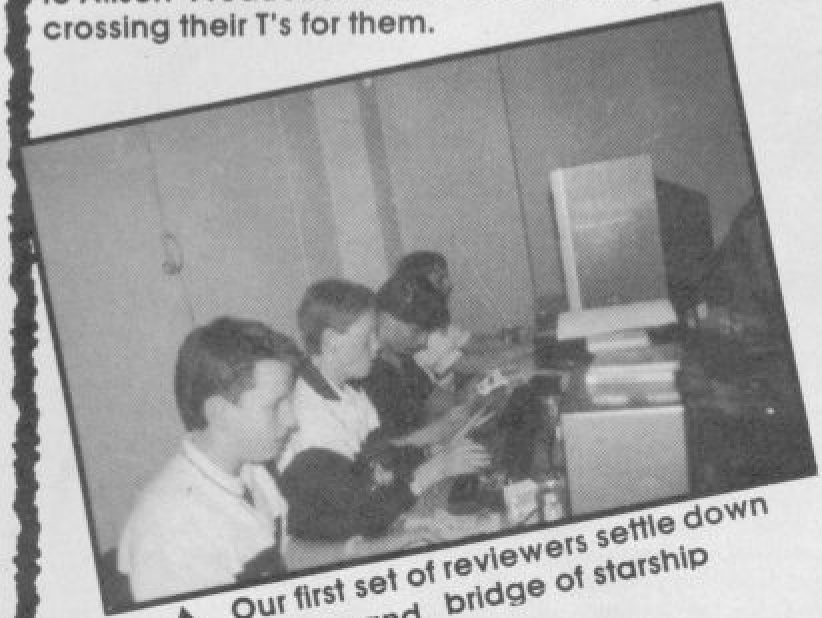




EDIT

for a d

Remember the Editor for a day competition that was in the July edition of SU? Give Jim a break from the Editor's chair and take over the running of Sinclair User for a day the ad went... Well here's the ten lucky people who all trekked all the way down to SU towers in the gleaming metropolis of Olde Londinium to meet the team for a day and scribble down a couple of reviews that are printed in their absolute entiretyapart from the odd bit of sub editing - (well, they're all SU jounalists now so they've got to get used to Alison 'Production Editor' Skeat dotting their I's and crossing their T's for them.

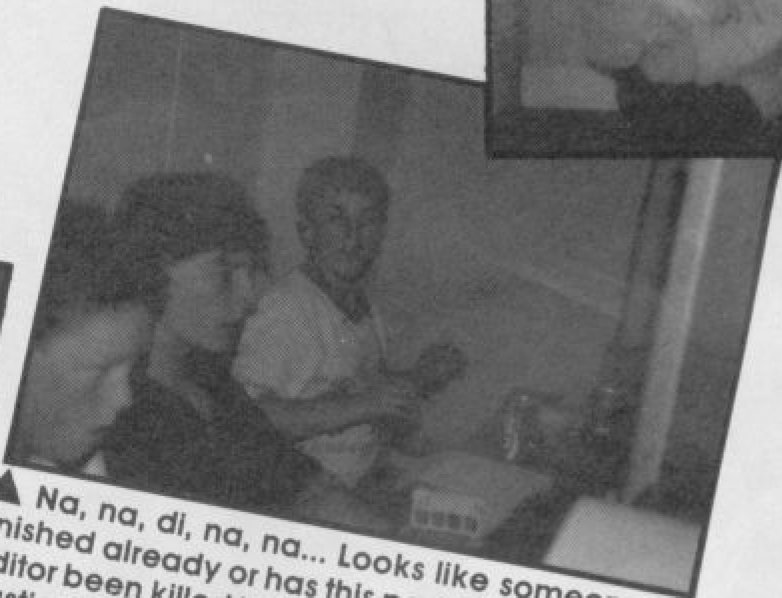


▲ Our first set of reviewers settle down on the command bridge of starship SU.

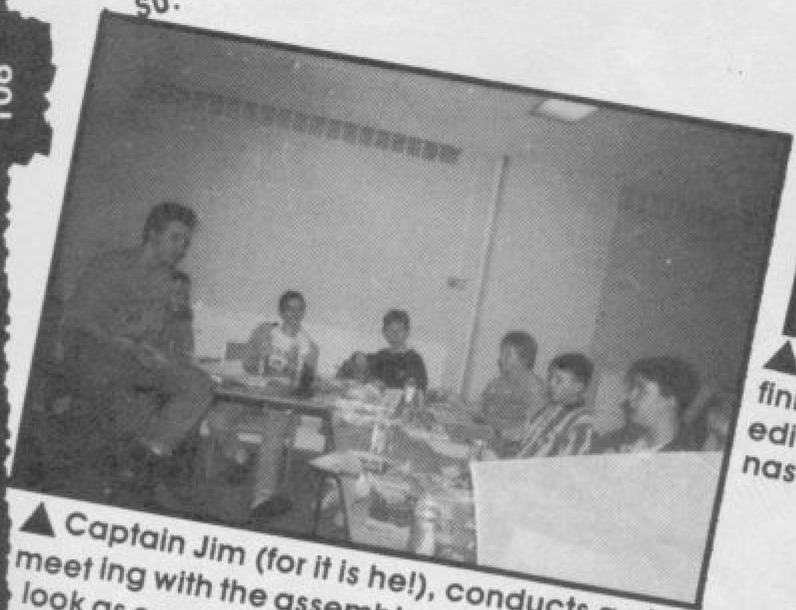
THE MEN THAT WOULD BE KING. ▶

Back row: Carl Molyneux, David Perry, Neil Miller, Paul Hope, Chris Ash, Darren Phillips: Front Row: Charles Wood, David Sagstad, James Owen, Andrew Buchan

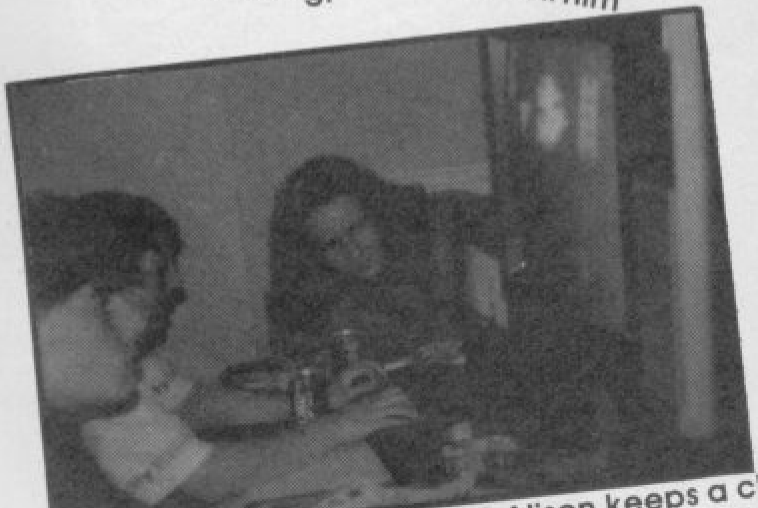




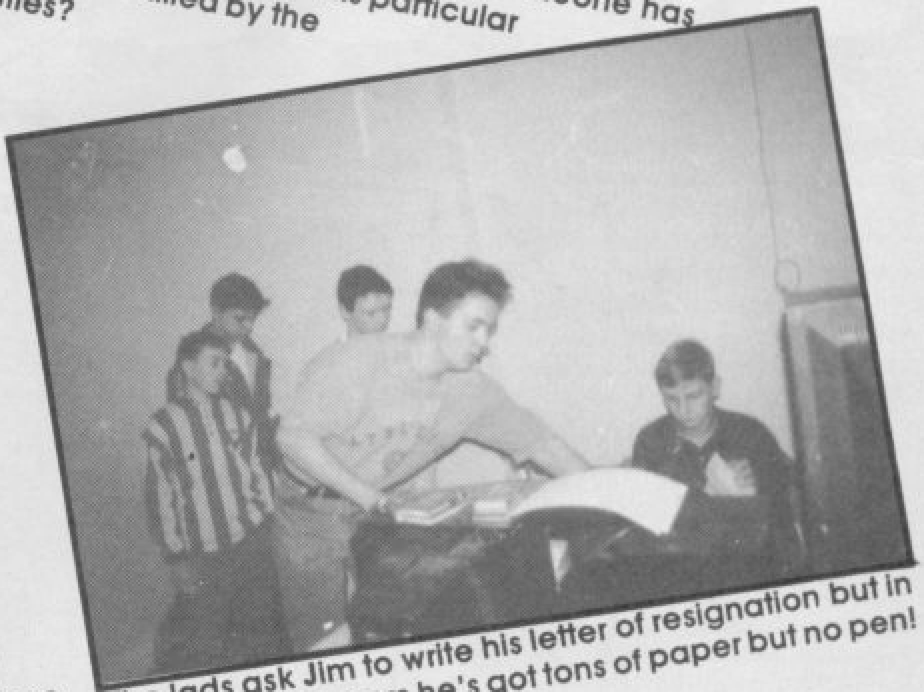
▲ Na, na, di, na, na... Looks like someone has finished already or has this particular editor been killed by the nasties?



▲ Captain Jim (for it is he!), conducts a planning meet ing with the assembled editors and tries to look as cool as possible whilst they tell him were he's going wrong!



▲ 'Wot's going on here then? Alison keeps a close eye on the proceedings or is she just trying to nick a can of Coke?



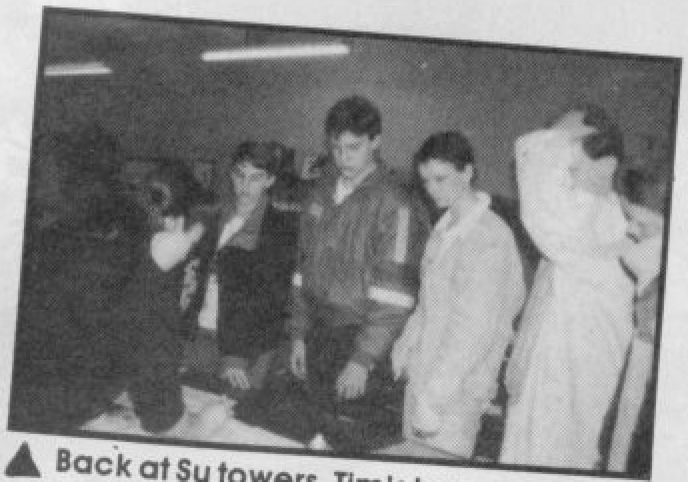
The lads ask Jim to write his letter of resignation but in true jounalistic form he's got tons of paper but no pen! Sorry lads. ▲

TOR

day...

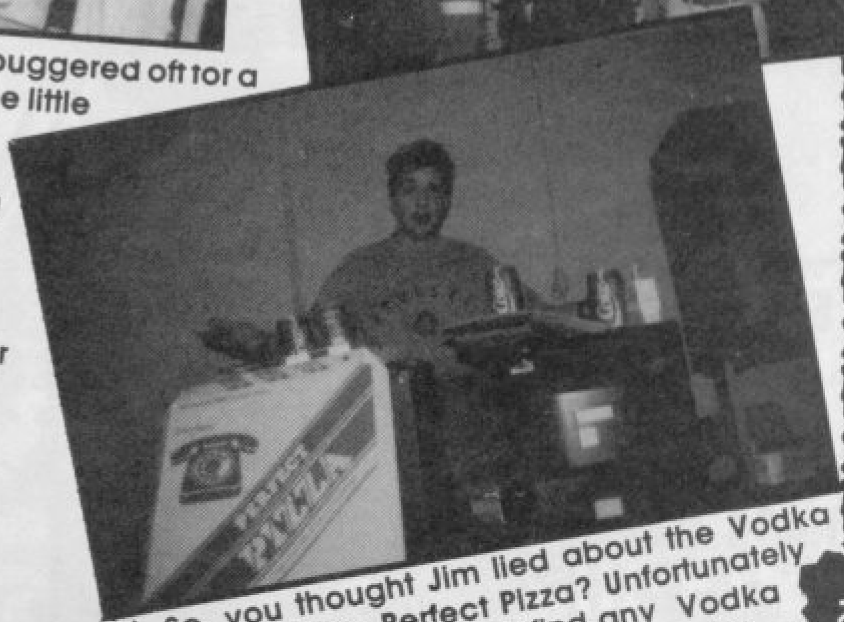
"This way back to my place boys"; Alison's obviously in a romantic mood as she walks the boys through London to make sure that they're well protected. (But who's going to protect them from Alison?) ▼



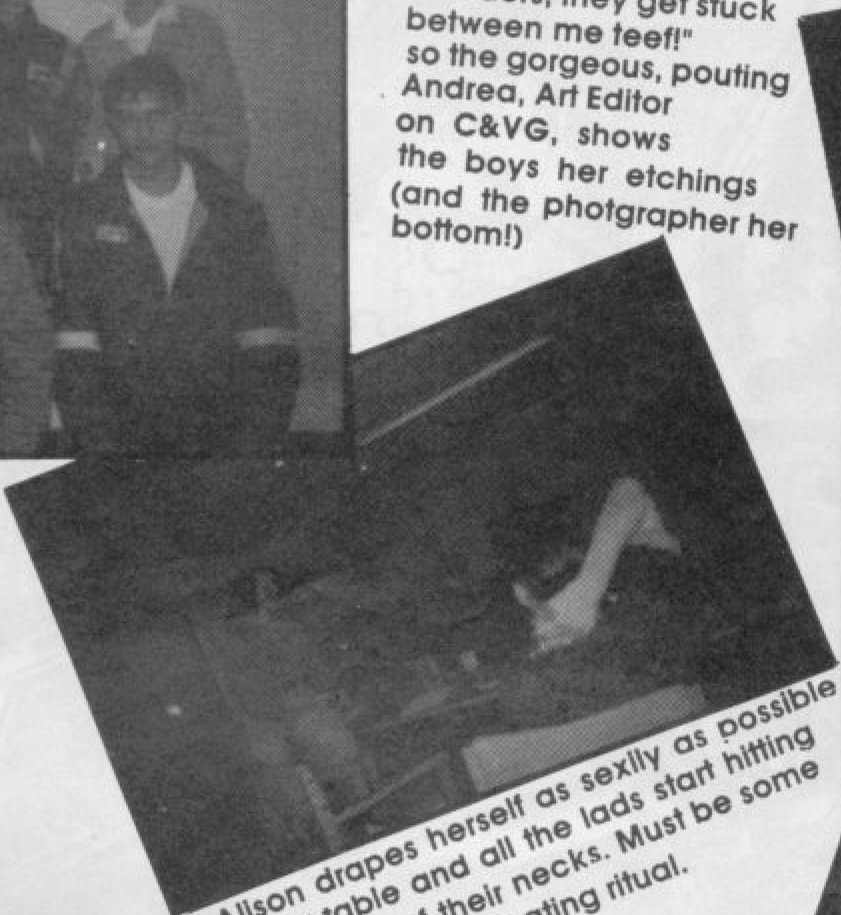




▲ Back at Su towers, Tim's buggered oft tor a quick curry 'cos "I 'ate the little bleeders, they get stuck between me teef!" so the gorgeous, pouting Andrea, Art Editor on C&VG, shows the boys her etchings (and the photgrapher her bottom!)



▲ So, you thought Jim lied about the Vodka and the Perfect Pizza? Unfortunately Alison couldn't find any Vodka but the Pizza was flowing (or flying).

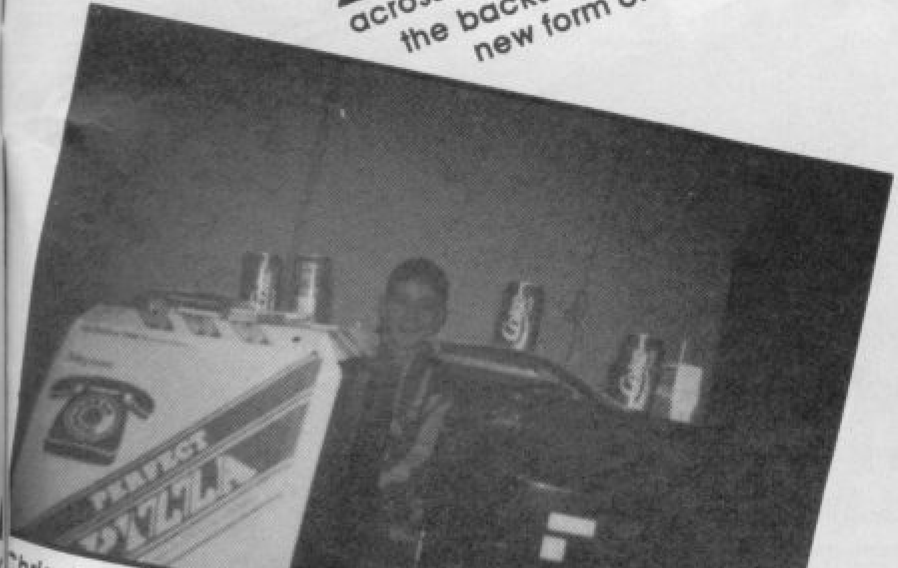


▲ Alison drapes herself as sexily as possible across a table and all the lads start hitting the backs of their necks. Must be some new form of mating ritual.

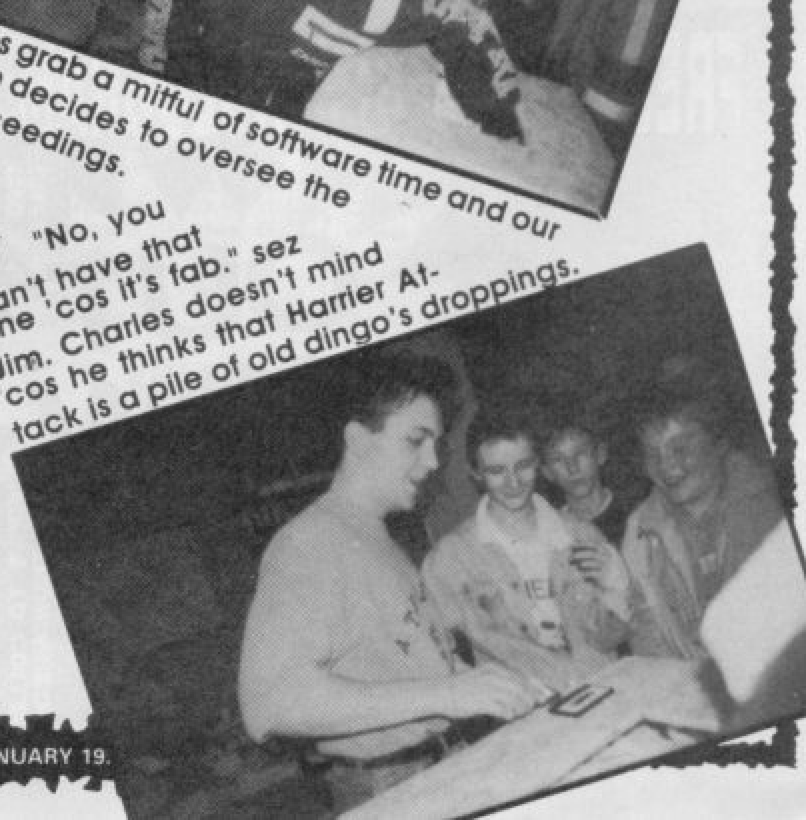


▲ It's grab a mitful of software time and our Jim decides to oversee the proceedings.

▼ "No, you can't have that one 'cos it's fab." sez Jim. Charles doesn't mind 'cos he thinks that Harrier Attack is a pile of old dingo's droppings.



Chris Ash tries out Jim's chair for size. Will he be the ever-so-talented winner? Well, done Chris, we'll be in touch soon! ▲




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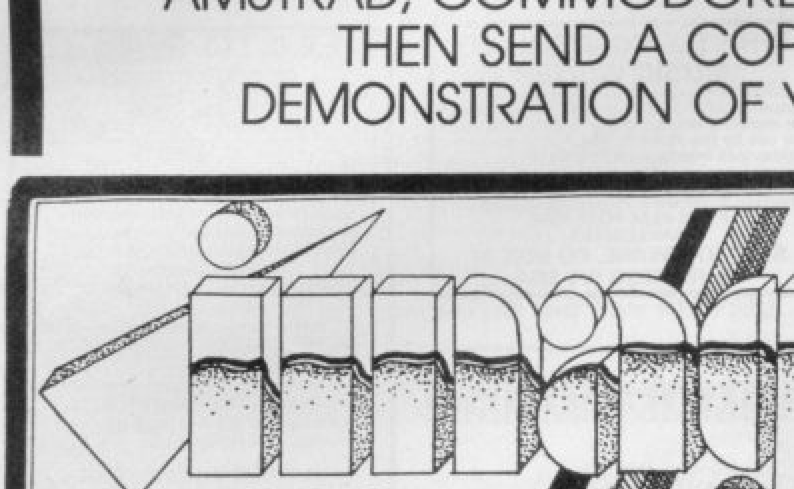
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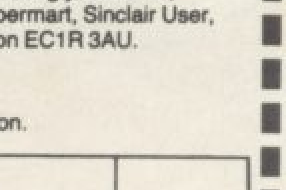
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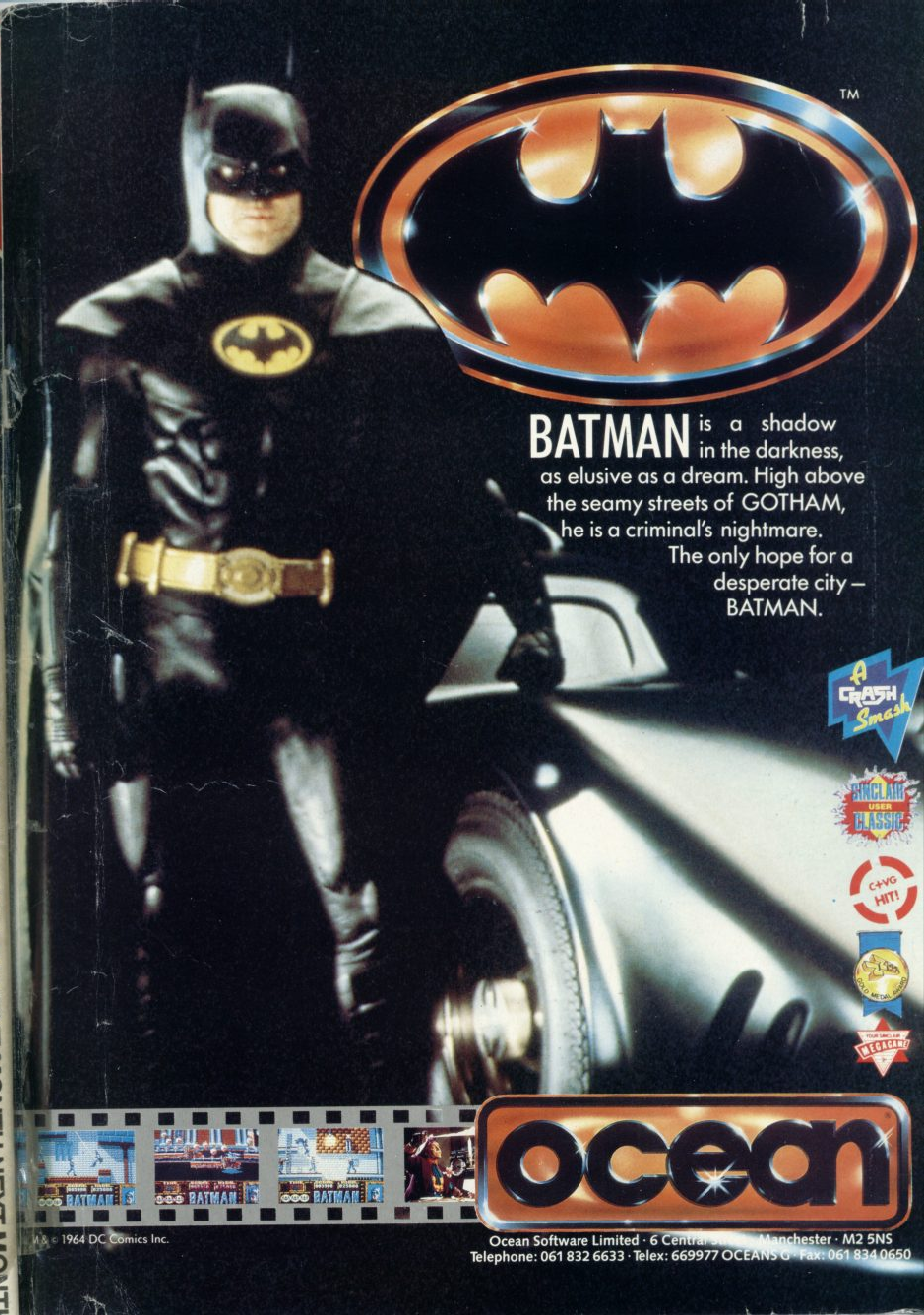
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BARBARIAN·II
Voted "Game of the year." The world's No. 1 arcade game. "Super-smooth scrolling and excellent graphics ... Without doubt this is a first class shoot 'em up." A CRASH SMASH "Definitely the coin-op of the year ... Buy Operation Wolf, it's a brilliant conversion." C + VG GAME OF THE MONTH
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". . . an incredible-looking game. The graphics are absolutely superb, with amazing sprite animation and visual effects." C + VG HIT. "Palace have really put everything into this one . . . it's all done with such enthusiasm, skill and style that I found myself itching to play it again and again." AMSTRAD ACTION MASTER GAME AWARD. "Barbarian II is packed with humorous touches . . . great animation . . . the sound effects, too, are top quality . . . hours of enthralling play." ZZAP! 64 GOLD MEDAL AWARD.
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BAD DUDES vs DRAGONNINJA™
"A sure winner with the official conversion to the home computer." COMPUTER GAMESWEEK. "A very enjoyable and addictive game . . . The best conversion I have seen on the Amstrad." AMSTRAD ACTION. "There is more than enough action in this one to keep you coming back for more." ACE.
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THE REAL GHOSTBUSTER
"the Real Ghostbusters offers great two player ST ACTION. "Great music, and I appreciate the opport meet Mr. Slimer in person." "Brill theme tune and dece effects." AMSTRAD ACTION. "the creatures are ver defined and animated . . . as near to cartoon graphics a you can get on the Spectrum." GAMES MACHINE
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